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PlayStation 2

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NOVEMBER 2001 WWF SMACKDOWN! JUST BRING IT/THE WORLD EXCLUSIVE REVIEW/DEVIL MAY CRY/INSIDE CAPCOM'S MAXIMO/HALF-LIFE/FIRST NEWS ON COLIN MCRAE RALLY/OPS2 VS PARAPPA THE RAPPER 2
ALSO PREVIEWED: TONY HAWK'S PRO SKATER 3/WORLD RALLY CHAMPIONSHIP 2001/PRO EVOLUTION SOCCER/MORE/ALSO REVIEWED: GRAND THEFT AUTO 3/SILENT HILL 2/BURNOUT/ALONE IN THE DARK/KLONOA 2/MORE

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ON THE COVER
OPS2's quarrelling quartet of collectible covers celebrates our world exclusive review of *WWF SmackDown!*'s PS2 debut.

ISSUE 013/NOVEMBER2001

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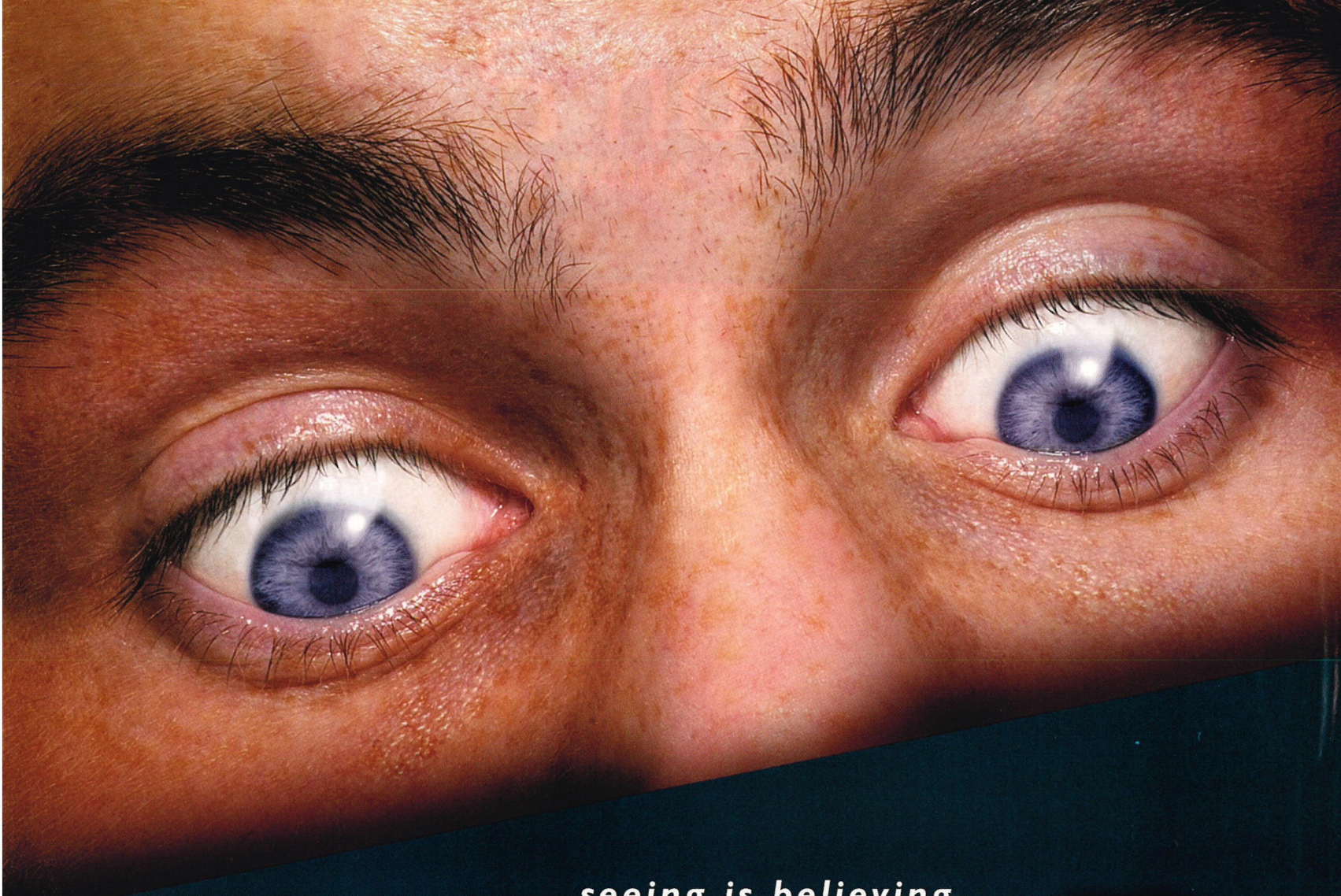

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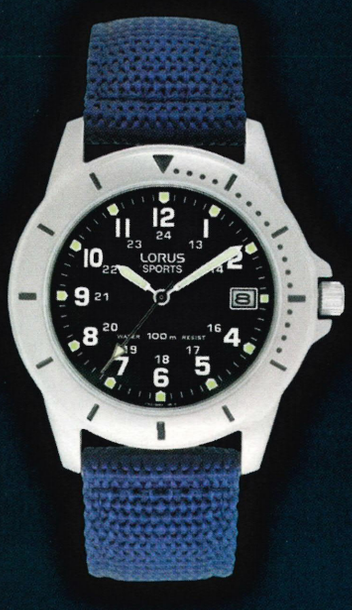

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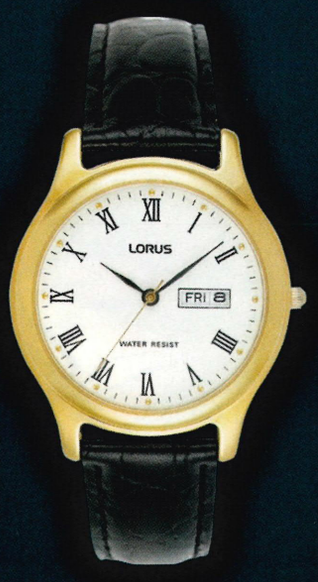

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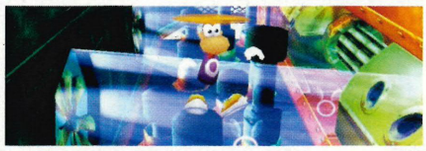
ON THE DISC

A MASSIVE *TIME CRISIS 2* DEMO IS JUST ONE OF SEVEN PLAYABLE GAMES ON OUR BIGGEST EVER DVD!

PLAYABLE DEMO ONE/
TIME CRISIS 2
Aim your sights and blast through armies of battle-hardened forces in Namco's incredible arcade shooter.

PLAYABLE DEMO TWO/
NBA STREET
Dunk this superb taster of EA Sports' street basketball thrashabout featuring His Airness and The Shaq!



PLAYABLE DEMO THREE/
RAYMAN M
The man with no limbs returns for a bout of multiplayer mayhem. Play against a friend in our two-player demo.

PLAYABLE DEMO FOUR/
SILENT SCOPE 2
Take out evil criminals in Konami's sniping sim.

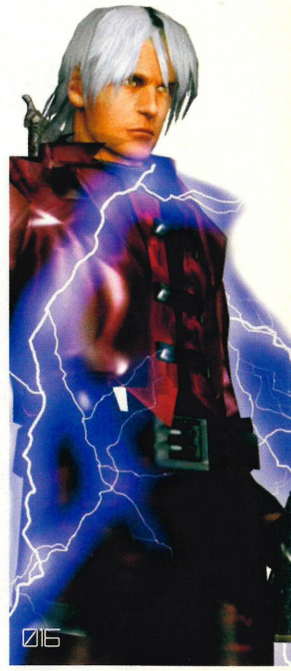
PLAYABLE DEMO FIVE/
KLONOA 2
Play Namco's gorgeous 2D/3D platformer.

PLAYABLE DEMO SIX/
MX 2002
Rev your engine for THQ's dirt-biking bonanza.

PLAYABLE DEMO SEVEN/
DRIVEN
In the zone with Stallone in this high-speed racer.

PLUS/**VIDEO PREVIEWS OF:**
AirBlade, Burnout, Herdy Gerdy, Splashdown, Dropship and more...

» **FULL DETAILS: PAGE 10**



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Creator of the incredibly successful *FIFA* footy franchise and Vice President of EA Europe talks online with *OPS2*.

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Introducing the all-rapping, all-dancing 2D cartoon world of *PaRappa The Rapper 2*, featuring an exclusive chat with the pop pup guru Masaya Matsuura.

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Dante sends marauding demons screaming back to hell in Shinji Mikami's unholy action adventure.

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Colin McRae should be looking nervously in his rear-view mirror at SCEE's promising rally title.

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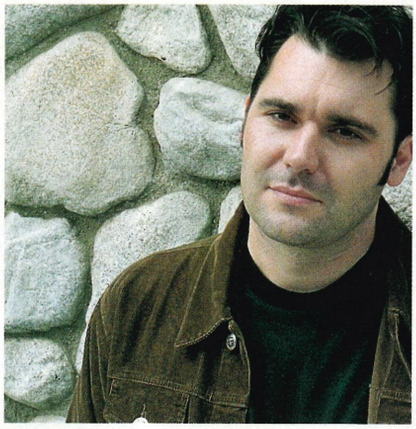
THA DOGFATHER

YOU GOTTA BELIEVE! PARAPPA THE RAPPER 2'S MASAYA MATSUURA OFF THE LEASH! **PAGE 074**

EDITOR'S LETTER



Cartoon capers

As PlayStation 2 prepares to snowball into a winter of top game releases, interest from the mainstream press is sure to come. We've seen the beginnings of this with the furore around the massive sales of *Gran Turismo 3: A-spec* and the talk was inevitably of the, "Bloody hell, that looks like the real thing" variety. Naturally, members of the *OPS2* team have said much the same thing as the latest games bundle into the office. Cars that look like cars. People that look like people. Buildings that look like buildings. Bloody hell, it really does look like the real thing – and with Team SoHo's *The Getaway* joyriding onto PS2 next summer, it's going to get even more so.

So what have we done at *OPS2* to celebrate the PlayStation 2's astonishing ability to replicate the world about us? We've crammed our issue with cartoon games. We've got a rapping 2D dog in the PS2 debut of *PaRappa The Rapper* (see page 74). We've got a medieval knight in the Japanimated shape of *Maximo* (see page 78). And in our news stories on *Knights*, *Seaman* and *Dinoz* in this month's ever-rammed Spy section, we've got a vertically-challenged reject from *Monty Python*, a depressed fish and a *Pokémon*-flavoured dinosaur. *Gran Turismo*, this ain't.

The reason behind our animated antics? None, to tell you the truth – sometimes, it just works out like that. But what this happy coincidence does show is that while reality is all well and good, the PlayStation 2 is more than just a tool to recreate what's outside your window. A PC can do that. An iMac can do that. Hell, a really big mirror can do that. What PlayStation 2 can do is take this level of technological power as given and concentrate on making a game out of it. It might look like a Formula One replay or it might look like a day-glo landscape from your most tripped-out dreams (and I'm talking to you, *PaRappa*) but the experience is the same. You're playing a game, not staring impassively at a screen.

Which brings me onto our cover feature – the world exclusive review of *WWF SmackDown! 'Just Bring It!'* (starting on page 84). Here is a game that has the real world 'wow factor' of photo-realistic wrestlers, but draipses it on a subject matter that is more of a cartoon than *PaRappa* and *Maximo* put together. The WWF is a bizarre, laugh-out-loud, passionate melodrama of a sport and Yuke's has developed a game that perfectly captures its essence. It's real, it's a cartoon and, most importantly, it's a completely ace game as our review shows. You won't read that in the mainstream press (or anywhere else, for that matter) but then that's why you're here. For real.

That's all folks,

MIKE GOLDSMITH
Senior Editor

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CONTRIBUTORS #13

What do we do? Find out here – now with added *PaRappa*!

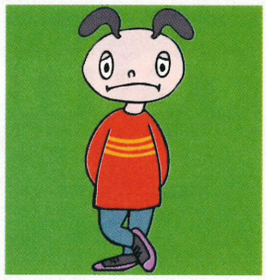
DAVID MCCARTHY

Taking a professional breather from furnishing *Edge* with all the news that's fit to print and piping hot, David has been immersed this month in the distinctly old skool, blood and thunder world of *Capcom Vs SNK 2*. His preview kicks off on page 38. A former student of 'medieval haircuts' and investment banker, David's career in games journalism nearly faltered at the interview stage when he not only got off the train at the wrong stop but ended up calling his Editor-to-be by the wrong name when he called to say he'd be late. Whether his Karaoke version of Alison Moyet's *Only You* saved the day is unconfirmed.

Game Of The Moment: "*Resident Evil Code: Veronica X*. There's nothing to compare with the experience of decimating the undead in your spare time."

I'm holding my breath for: "*Rez*. It has a unique hook and has a surfeit of style to make the prospect of playing it genuinely thrilling. And that doesn't happen too often."

STEVE MERRETT

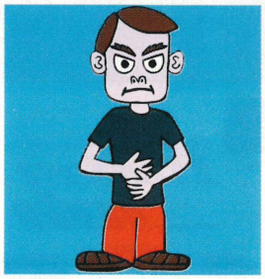


Being a freelance scribe certainly has its benefits. This month, when not tearing around the globe and falling off precipices all in the name of our *World Rally Championship* preview (on page 20 since you're asking) Steve has been leading a giddily cosmopolitan existence sitting in his trollies eating beans from the tin and watching *Trisha*. Always a man of principle he does however draw a line at *Esther*. Mr Merrett is currently fighting off a creeping cloud of clinical depression caused by the his beloved West Ham scraping the bottom of the Premiership with thoughts of his second child, expected next April.

Game Of The Moment: "*Pro Evolution Soccer*. Aside from a few concerns over the way goalies parry the ball this is unbeatable."

I'm holding my breath for: "*WipEout Fusion*. I'm a big fan of the series and this one is shaping up to be a sublime and unbelievably fast addition to the family. "

SAM RICHARDS

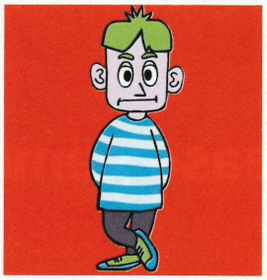


This month Deputy Editor Sam has been trying to live his life according to the philosophy of Guru Ant from *PaRappa The Rapper*. "He preaches love, spiritual harmony and an end to suffering, but also isn't afraid to boast about his glamorous lifestyle or his numerous female admirers. A bit like Prince." With this in mind, Sam has been seen guzzling champagne in the VIP area of Sony's ECTS party and trawling for whores in a stolen police car. Although that last bit may have taken place while playing *GTA3*. Probably. You can read his review on page 90 and luxuriate in his *PaRappa* feature on page 74.

Game Of The Moment: "*Devil May Cry*. You slash with your sword, you shoot with your guns, run about a big Gaudi cathedral, you look a bit like Nick Rhodes. It's got everything."

I'm holding my breath for: "*AirBlade, SSX Tricky, Jak And Daxter, Rez, Tony Hawk's Pro Skater 3* and not leaving the house for the month of January."

ADRIAN LAWTON



While working on the sadly-no-more *DC-UK*, Adrian acquired the name Threepio on account of his fleshy resemblance to a certain shiny, gold protocol droid. Times change and Adrian is now part of the tenacious duo scoring bag loads of playable demos for *OPS2*'s DVDs, but the shouts of "R2-D2, where are you?" still follow him around various drinking holes in Bath. Aside from sterling work on the cover DVD and disc pages, Adrian has been busy this month being bewitched by the floppy eared feline Klonoa and his retro platform adventures. Ade's review of *Klonoa 2: unatea's Veil* can be found on page 98.

Game Of The Moment: "I'm a big fan of the brilliant (if slightly disturbing) *Silent Hill 2* and Capcom's horror titles. I guess I just love having the sh*t scared out of me…"

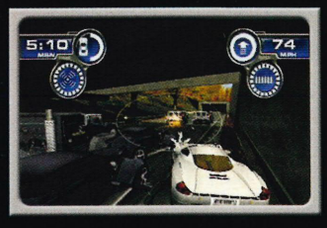
I'm holding my breath for: "That's a hard one. There are a slew of great titles in the works, but I'd have to go for *Devil May Cry*. Why? I guess I just love having… "

SKIDMARKS GUARANTEED

94% PLAY CLASSIC

9/10 PS2

"Fast, challenging and deeply addictive. In short, it rocks." - OPM 2



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PlayStation.2

»ON THE DVD

playable demos

Other magazines let you watch, *OPS2* lets you play...

No less than seven playable demos grace the cover of this fine tome, each offering a unique taster of the top titles you're all playing, or soon will be. We warn you that they'll make your head hurt and your eyes scream.

Firstly we bring you a playable demo of Namco's *Time Crisis 2*, complete with full G-Con support. The blasting action continues with our exclusive look at sniping shooter *Silent Scope 2* but if you want something a little more gentile have a go at a level from the beautiful and surreal *Klonoa 2*.

If you got a mate nearby grab them for some multiplayer antics, with *Rayman M*; while Ricky Carmichael invites you and a chum to go dirt-biking in *MX 2002*; BAM! takes us for a spin with Sly Stallone in *Driven* and then you can go head-to-head on court with EA's popular *NBA Street*.

Then there are videos of arcade racer *Burnout*; hoverboard grinding action in *AirBlade*; Core Design's gorgeous *Herdy Gerdy* and SCEE's delightfully bizarre *I Am The Wolfman!* TV advert. Read on for the full line-up of this incredible DVD. Right, we're off to find a large bottle of Aspirin and a vat of Optrex. Until next time...

Adrian Lawton
Deputy PlayStation Producer

PS To use this disc, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start your choice up. Please note, you may have to reset your PS2 after some demos.

»PLAYABLE DEMO ONE

TIME CRISIS 2

Publisher: SCEE/Game type: Shoot-'em-up/Demo type: Playable/Out: November/Players: 1 (Full game 1-2)

THE CONTROLS
JOYPAD
LEFT ANALOGUE STICK Aim
⊗○□△ Fire
L1/L2 Duck and reload
SELECT Pause game

G-CON/G-CON 2
TRIGGER Fire
A/B Duck and reload
HEEL BUTTON (G-Con 2 only) – Duck and reload
START Pause

THE GAME

In a graphically-way-better-than-the-arcade version of their 1998 coin-op, Namco's *Time Crisis 2* is a surefire hit with PS2 gamers this winter. Featuring full support for Namco's own G-Con 45 and G-Con 2 PS2 light guns, *Time Crisis 2* is hardcore shooting action all the way as players battle their way through hoards of Diaz's evil henchmen. The duck and reload feature of previous versions forms an essential part of the gameplay, this time enhanced by the extra button on the heel of the G-Con 2 (although your old G-Con and even a Dual Shock 2 will work just fine). A two-player Co-operative mode is also included that allows you to battle through the game side-by-side with a companion.

THE DEMO

After loading, if you've got a G-Con plugged in, calibrate it by pointing at the target that appears and shooting. Otherwise, press START, watch the intro sequence, then press START again to see another cut-scene. The game then randomly selects either Keith or Robert's viewpoint. One of Diaz's henchmen, Wild Dog, has kidnapped Keith and Robert's colleague, Christy and it's up to you to chase after him in this two-stage demo.

Namco's superb coin-op comes to PS2. Have a go at bringing down Diaz's band of bad guys.

Rumble in the Bronx – shoot some hoops with the Shaq.

>>PLAYABLE DEMO TWO

NBA STREET

Publisher: EA/Game type: Sports/Demo type: Playable/Out: Now/Players: 1-2

THE CONTROLS
LEFT ANALOGUE STICK Move
⊗ Pass (with direction)/switch
◎ Shoot/block
□ Trick move/steal
△ Pick/jump

Combinations of R1/R2/L1/L2 Turbo (with □ for fancy trick)
Combinations of R1/R2/L1/L2 Turbo (with ◎ for fancy dunk)
START Options
SELECT Change camera

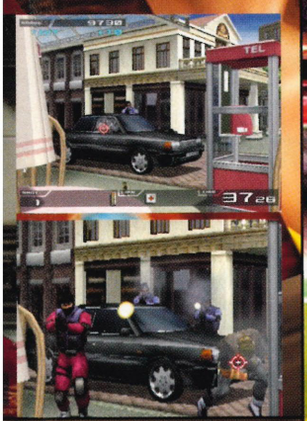
ANY TWO TURBO BUTTONS AND □ (FULL BOOST): Groundbreaker shot

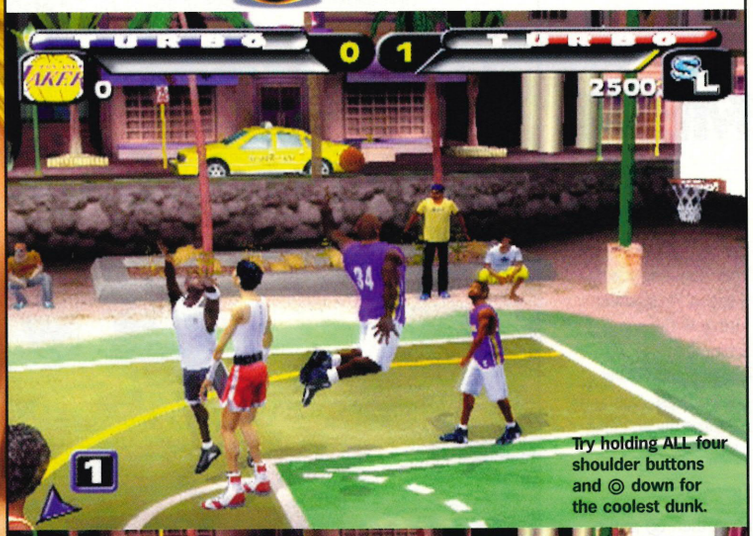
THE GAME

EA's Big franchise presents its take on basketball with this street rules rendition of the popular ball-dunking sport. Lobbing the rulebook well and truly out of the window, the name of the game here is simply to reach the required number of points before the opposition. Tricks aplenty and an explosive 'Groundbreaker' move that can add or subtract points in an instant make *NBA Street* a dynamite twist on the sport.

THE DEMO

After watching the intro sequence, scroll through the options available with ↑/↓ and ⊗. Choose Street School and MC Joe 'The Show' Jackson takes you through a tutorial to hone your on-court skills. Once ready, opt for Hold The Court for a no-holds barred showdown with the world's best, including Shaquille O'Neal and Kobe Bryant.





Try holding ALL four shoulder buttons and ◎ down for the coolest dunk.

Try Rayman's spaced-out multiplayer mayhem on us.

>>PLAYABLE DEMO THREE

RAYMAN M

Publisher: Ubi Soft/Game type: Multiplayer platformer/Demo type: Playable Out: Now/Players: 1-2 (Full game 1-4)

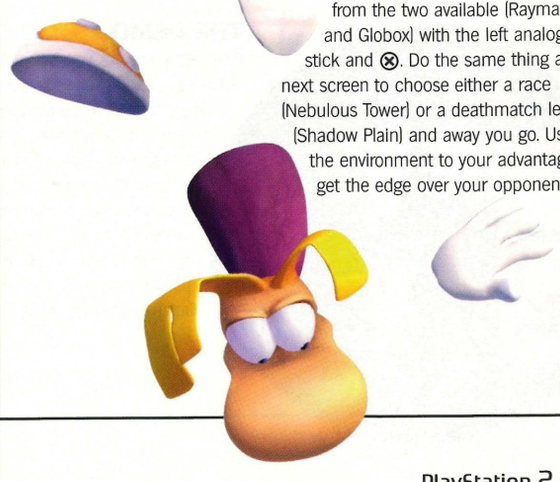
THE CONTROLS
LEFT ANALOGUE STICK Move
RIGHT ANALOGUE STICK Rotate camera
⊗ Jump (double tap for Helio)
◎ Item discharge
□ Shoot
△ Special action
R1 Jump
R2 Strafe and lock
L1 Shoot
L2 Strafe and lock
START Quit demo

THE GAME

Ubi Soft's strange, gravity-defying mascot is back on PS2 and this time he's trying an altogether different approach. The 'M' of the title refers to the fact that this is primarily a multiplayer title, with support for up to four players to do battle on the game's numerous racing and deathmatch levels. Eez good, non?

THE DEMO

Once loaded, select a character from the two available (Rayman and Globox) with the left analogue stick and ⊗. Do the same thing at the next screen to choose either a race (Nebulous Tower) or a deathmatch level (Shadow Plain) and away you go. Use the environment to your advantage to get the edge over your opponent.

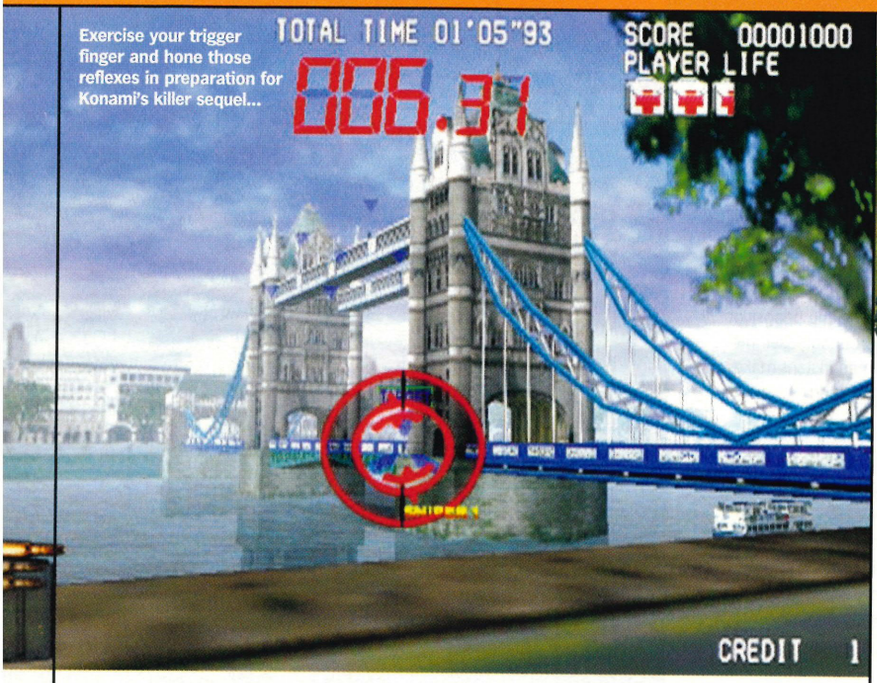


»ON THE DVD

MORE DEMOS

playable demos

Other magazines let you watch, *OPS2* lets you play...



Exercise your trigger finger and hone those reflexes in preparation for Konami's killer sequel...

Plow through mud and pull off wicked stunts in THQ's moto marvel.

>>PLAYABLE DEMO FOUR

SILENT SCOPE 2: FATAL JUDGEMENT

Publisher: Konami/Game type: Shooter/Demo type: Playable
Out: Winter 2001/Players: 1 (Full game 1-2)

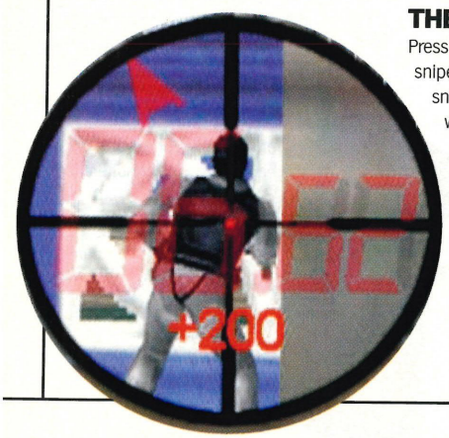
THE CONTROLS
LEFT ANALOGUE STICK Move
⊗ Fire
◎ Toggle sniper view on/off
R1 Fire
L1 Toggle sniper view on/off

THE GAME

With it's simple but addictive arcade gameplay, the original *Silent Scope* was one of the more enjoyable PS2 titles available at launch. The second instalment, now dubbed *Fatal Judgement*, is more of the same sniping action with the joyous addition of a second player (allowing play from another viewpoint). Taking in old Laahndahn tahhn, the snow-bound Swiss Alps and the Egyptian desert, *Silent Scope 2* turns decapitating terrorists at 500 yards into an art form.

THE DEMO

Press START once the demo has loaded, then ⊗ at the sniper select and mode select screens. You begin sniping at famous London landmark Tower Bridge, where you are required to stop those evil bad-guys from nicking some top-secret documents from a limousine. Once this area has been cleared you move onto a chemical weapons lab in a snowy wilderness where we go face to face with a flame-thrower-wielding boss character. Better be quick with that trigger finger or you'll be toast!



>>PLAYABLE DEMO FIVE

MX 2002

Publisher: THQ/Game type: Extreme sports/Demo type: Playable
Out: Now/Players: 1-2

THE CONTROLS
LEFT ANALOGUE STICK Steer
RIGHT ANALOGUE STICK Accelerate/brake
⊗ Accelerate
◎ Brake
R1 Powerslide
L1 Clutch
R2 or L2 Preload
R2 or L2 Stunt (in combination other buttons)
R2 and L2 Low jump (tap at takeoff)
L1/R1/L2/R2 (simultaneously) Bail

THE GAME

The king of dirt biking Ricky Carmichael debuts on PS2 with *MX 2002*. The full game sports over 20 tracks, a Create-A-Biker facility, Career mode, Freestyle mode, Challenge mode and an impressive array of stunts.

THE DEMO

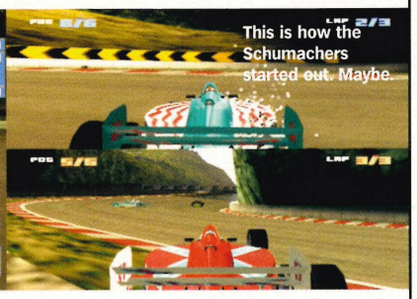
Once loaded, press START and you're presented with several modes of play, which can be selected with ↑/↓ and ⊗. Single-player race and Freestyle modes are available, with tracks located at Kenworthy and San Diego respectively. Choosing head-to-head race allows two players to race two laps at Kenworthy while opting for head-to-head Freestyle lets you both take part in a timed contest at San Diego to see who can get the highest stunt score.

Head to page 98 for our review of *Klonoa 2*.

Talk to us!

» Comments and queries about this cover disc should go to me, Adrian, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.
» If you have problems with your disc pop it in an envelope and send it to the following address. We'll test it and, if faulty, send you a new DVD. We're at *Official PlayStation 2 Magazine*, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB

**Remember, this disc will only work on a PS2.*



>>PLAYABLE DEMO SIX

DRIVEN

Publisher: BAM!/Game type: Racing/Demo type: Playable
Out: November/Players: 1-2

THE CONTROLS
LEFT ANALOGUE STICK Steer
⊗ Accelerate
□ Brake
△ Change view
R1 Rear-view
R2 Look right (in-car)
L2 Look left (in-car)

THE GAME

Based on the forthcoming action movie starring Sylvester Stallone, *Driven* is a high-octane ride through the world of open wheel racing, offering a choice of eight teams, comprising 12 drivers and multiple racing modes.

THE DEMO

After loading, choose either Arcade or Multiplayer mode with ↓/↑ and ⊗. Whichever mode you choose, the demo features two selectable characters, Jimmy Bly or Joe Tanto, of Team Spirit from the good old US of A. Pick which you want with ←/→ and ⊗. Hit ⊗ again to select the Hexen Tal track and you're away.

>>PLAYABLE DEMO SEVEN

KLONOA 2: LUNATEA'S VEIL

Publisher: SCEE/Game type: Platformer/Demo type: Playable
Out: Winter 2001/Players: 1

THE CONTROLS
D-PAD Move
⊗/△ Jump (double tap for extra height)
○/□ Attack (press when holding to throw object)
R1 Bring up on-screen display
L2 Action

THE GAME

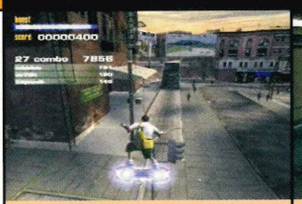
Namco's cute and cuddly pseudo-3D platform game is back but this time sporting some of the best visuals to grace any platformer – ever. While the game world around you is in glorious 3D, the action remains strictly classic 2D action.

THE DEMO

After loading, the demo offers you the choice of two levels, Sea Of Tears or Jungle Slider, which are selected with ←/→ and ⊗. In the former, you must cross the platforms over the perilous sea to reach an island in the middle. In the second you're in for a thrill-packed ride down river on a surfboard. Animated genius.

video previews

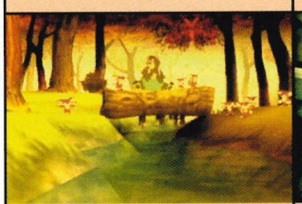
A glimpse of PS2 future...



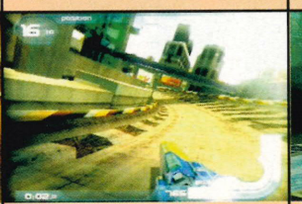
>>VIDEO ONE
AIRBLADE
Publisher: SCEE
Grind overload in this brand new footage from Criterion Studios. Travel with Ethan and the mysterious 'Insider' through the game's wonderfully interactive levels.

>>VIDEO TWO
BURNOUT
Publisher: Acclaim
Faster than a turbo-charged *GT3* with breathtaking crash replays and slick graphics. With *Burnout*, Acclaim is onto a winner. Check out our review on page 102.

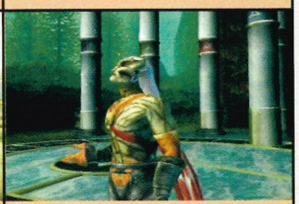
>>VIDEO THREE
DROPSHIP
Publisher: SCEE
Full-on air and ground combat on your PS2 with this new edit direct from SCEE. Ravaged landscapes, heavy weapons fire and lots of big explosions feature in *Dropship*.



>>VIDEO FOUR
HERDY GERDY
Publisher: Eidos
This video fly-by of Core Design's platformer shows that it's graphically one of the most stunning console titles yet conceived. *Herdy Gerdy*'s world is nothing short of beautiful.



>>VIDEO FIVE
WIPEOUT FUSION
Publisher: SCEE
More futuristic mayhem in this latest version of *WipEout*. Fast enough to make your eyes sweat – take a look at our preview on page 26.



>>VIDEO SIX
SOUL REAVER 2
Publisher: Eidos
Showing off some of Raziel's gruesome foes, lush environments and plane-shifting abilities this trailer shows us why *SR2* will be another PS2 blockbuster.

>>VIDEO SEVEN
SPLASHDOWN
Publisher: Infogrames
Rainbow Studios' slick looking water-based racer is approaching the finish line. Mental tricks and lush tropical settings are the order of the day in this all-new video.

>>VIDEO EIGHT
THIS IS FOOTBALL 2002
Publisher: SCEE
A veritable goal fest in our latest video of *This Is Football 2002*. *FIFA* and *Pro Evolution* should watch out, Team SoHo are looking to pull off a result.

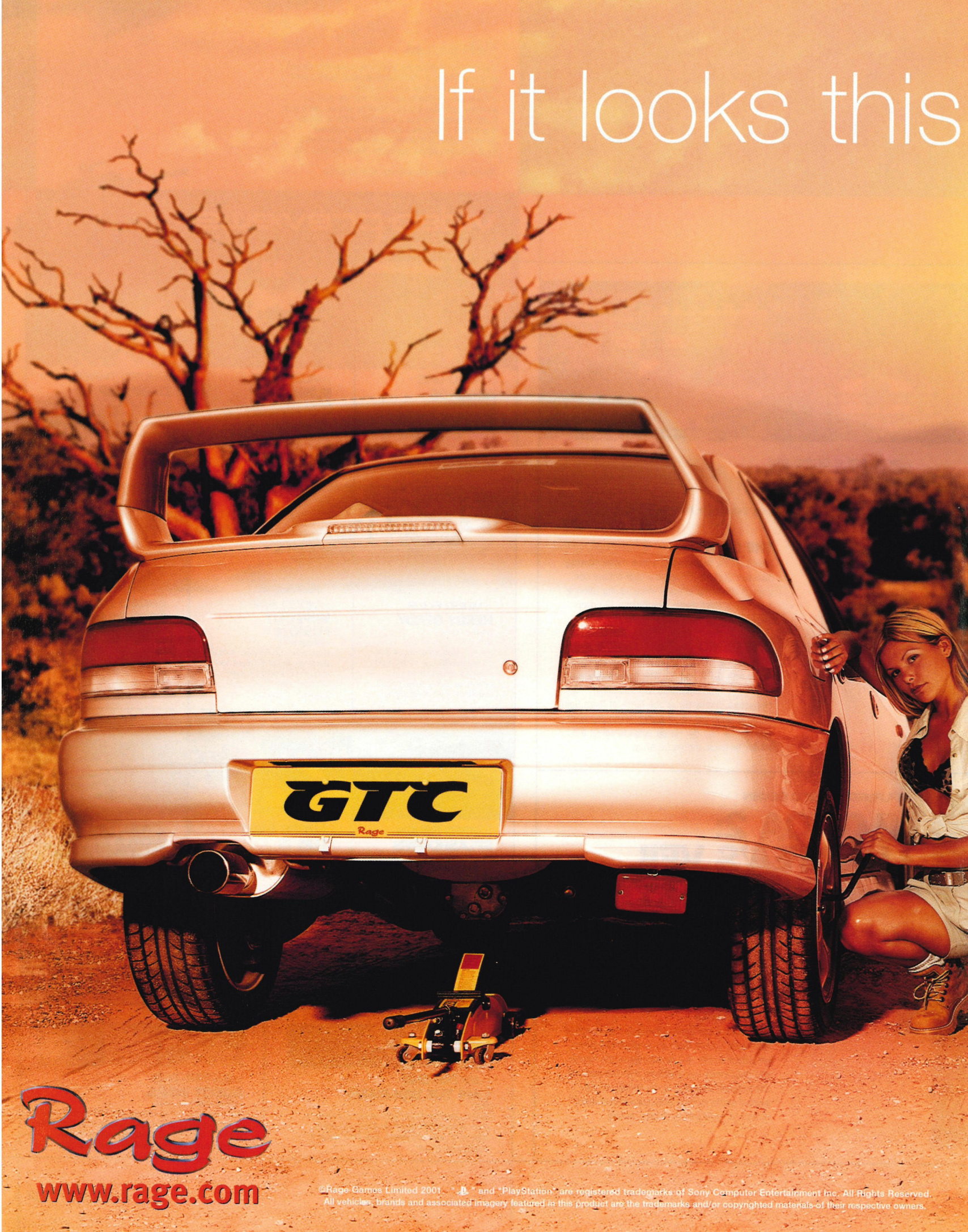
>>VIDEO NINE
WORLD RALLY CHAMPIONSHIP 2001
Publisher: SCEE
Rally around dusty mountain roads and snow-covered hills in this scarily realistic title. Full preview on page 20.

video extras

And there's more...

>>EXTRA ONE
I AM THE WOLFMAN
SCEE
Sony's animated Third Place advert is a work of art in its own right and here it is in its surreal entirety for your enjoyment. Just don't watch it during a full moon...

>>EXTRA TWO
ROBOT WARS
Publisher: BBC Interactive
BBC Interactive's first venture into PS2 gaming sees Sir Killalot and pals smashing and bashing their way onto our screens in this preview, complete with commentary from the 'loud' Jonathan Pearce.


If it looks this
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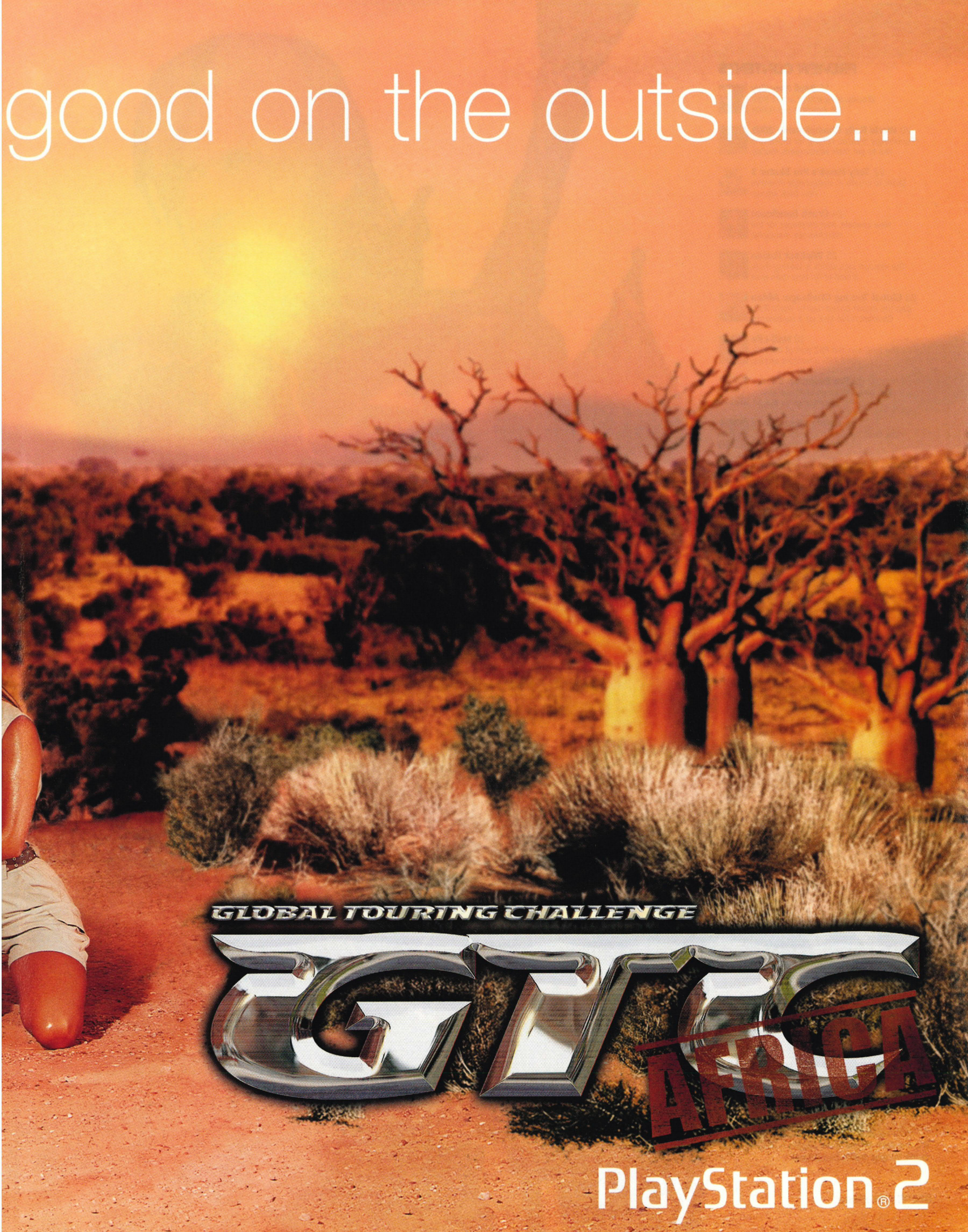
good on the outside...
GLOBAL TOURING CHALLENGE
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Latest in the snowballing series of *Tony Hawk's* brand extensions.

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Cunning Developments gives the light gun genre a shot in the arm.

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Another entertaining missive from the 2D beat-'em-up conservation society.

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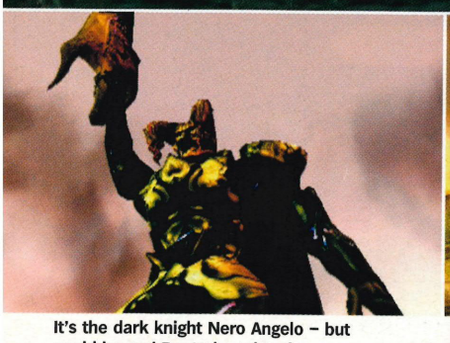
Cel-shaded manga adventure from the creators of *Bomberman*.

Giant bird boss Griffon lies slain – but in the tradition of all great videogame bosses, he'll be back for more.



It's the dark knight Nero Angelo – but could he and Dante be related?

Dante struggles to harness the power of his new flaming gauntlets.

DEVIL MAY CRY

WORDS: SAM RICHARDS

Shinji Mikami's gorgeously gothic masterpiece is the most spectacular action game on PS2 to date. You'll be weeping tears of joy.

Publisher: Capcom Eurosoft
Developer: Capcom
Players: 1
Release: 23 November

"Everything will be okay if it's cool." These were the endearingly obvious words of Capcom's Shinji Mikami on his approach to game development. Lost for English words on the stage in front of a packed E3 press conference, the black-clad Mikami-san then simply resorted to miming a dramatic sword-slashing attack before forming pistol shapes with both his hands and firing at the ceiling. He didn't need to do anything else to convince all in attendance that *Devil May Cry* was going to be the best action game of the year.

Of course, it takes more than attitude to make a great PS2 game, but Mikami, Game Director Hideki Kamiya and team have been working like maniacs on *Devil May Cry* since it became clear that their new idea wasn't going to fit into the *Resident Evil* canon. What they have created is a game that will make you marvel at its graphical magnificence while gorging yourself on non-stop action gameplay. *Devil May Cry* is original and dazzling. You will want to own this game.

The taste-makers amongst you will have already played a generous chunk of *Devil May Cry* from the Trial Edition that accompanied *Resident Evil Code: Veronica X*. If you haven't here's a quick recap...

Two millennia ago, the human world fought a bloody battle with the underworld. The humans won, but largely because a demon of the underworld named Sparda decided to defect to the good side and give us mortals a fighting chance against the massed ranks of Hades. Now the dark beings of the underworld have finally regrouped and are poised for another assault on all things human and decent, but they've reckoned without the emergence of Sparda's son Dante. When Dante hears rumblings of demonic happenings going down on Mallet Island, he knows his time has come.

For comparison, think *Onimusha*. Coming from another *Resi* spin-off development team, it's not surprising that *Devil*

INNER DEMONS

Help Dante to unleash the beast.

Angel or devil? Dante's inner beast is also his source of power.

Dante, as you'll know by now, is half-man half-horned-winged-growling-demon-beastie. That's why he's 2,000 years younger than his old man and doesn't seem too fazed when having a huge sword plunged into his chest. While Dante prefers to dash around in human state so as not to alarm the ladies, his demon self is obviously more handy in the heat of battle. When the three letters beneath his health bar are lit, a tap of L1 will temporarily release the devil inside for increased attack power. Combined with special attacks from a weapon such as the Alastor Sword or the Ifrit Gloves of Fire, demon attacks can be devastating. This state only lasts a few seconds but the three letters will light again after a certain number of hits have been made. If you're struggling, and really need to finish off a boss monster, a Devil Star power-up will see Dante instantly transform.

Game environments are simply breathtaking. Note: this is gameplay, not an FMV cut-scene.

No time for tourism – *Devil May Cry*'s historic environments play host to non-stop action.

Where else do ghoulish enemies come at you with pairs of giant shears?

//A glance at the neo-gothic architecture convinces that Mikami's team is pushing the PS2//

May Cry feels similar, and yet the execution here is greatly advanced. Just a glance at that elaborate neo-gothic architecture is enough to convince you that Mikami's team is seriously pushing the PS2. In fact, the surroundings are so impressive that endless cut-scenes have been deemed inappropriate, the idea being that you're left to explore the stunning environments at your leisure.

Yes, there are many occasions where you're on the hunt for a key to open a locked door in the much-maligned tradition of the *Resi* games, but each area is so distinct and so beautifully-designed that you'll want to cover every inch of ground. Simply completing missions is not the game's primary propulsive force – it's wanting to view the next breathtaking arena.

In any case, the emphasis in *Devil May Cry* is on action over exploration. What first appears to be a deserted cathedral is soon found to be crawling with spectral foes, from the comical Marionettes (only really a danger if they attack en masse) through to the freaky shear-wielding Sin Scissors to the lizard-like Blades. Boss battles come thick and fast with Phantom, the ugly giant tarantula making an early appearance. Phantom is a tough boss to encounter so soon into the game, but he gets you used to thinking laterally about combat.

What lends *Devil May Cry* an extra dimension compared to *Onimusha* is the fact that Dante carries a sword as well as a firearm (hence Mikami's mime) and swaps seamlessly between the two in the midst of battle. Although only one button is assigned to each weapon, the complexity and effectiveness of sword attacks depend on timings of the multiple presses. Crucially, the game encourages you to experiment. Utilise the same simple attack each time, and a caption will accuse you of being 'dull'. Mix it up in battle, and you'll be 'cool' or 'stylish', perhaps even earning a 'bravo'. You'll also be rewarded with a greater number of Red Orbs on victory.

Red Orbs are the game's currency. You can use them to open doors or purchase health and attack power-ups. Most importantly you can buy Dante spectacular new special attacks for the weapons he finds as the game progresses.

If an action game using the same old *Resi* character control system we all love to hate sounds frustrating, you haven't reckoned with Dante's jump and roll manoeuvres. During the boss encounters you'll be leaping and strafing like a mad thing, while slashing away and raining down blows. As with all the best action games, bosses at first appear invincible and intimidating, but their weaknesses can be pinpointed after a couple of attempts. Of course, just because you've spotted their Achilles heel doesn't ever make them easy to beat...

DANTE'S PEAK

Devil May Cry is divided into 22 missions, each with its own pre-defined end-point which you can check at any point via the file menu if you get stuck. The game ranks you from A-D after every mission, based on time taken and Red Orbs obtained, divided by health and attack power-ups used – just like *Resi*, if you're constantly chomping on Vital Stars (the equivalent of health sprays) you'll never get a top ranking. Impressively, this mission structure doesn't disrupt from the all-consuming atmosphere of the game.

The game can only be saved between missions. Continues exist, but instead of allowing you a set number each time, you must use a Yellow Orb each time you want to get back at that boss. Yellow Orbs are occasionally found but can also be bought, they also force you to weigh up the value of continues against health power-ups or new sword attacks.

The glorious variety of *Devil May Cry*'s approach is what lifts it head-and-shoulders above most existing action games. Not only are the enemies and the environments ever-changing, but elements from all kinds of gaming genres have been successfully included. One minute you're leaping from platform to platform like Crash Bandicoot, the next you're swimming underwater in first-person as if in some kind of submarine sim.

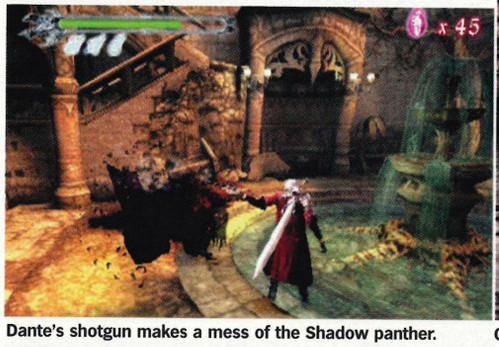
TRISH YOU WERE HERE

DMC's mysterious mademoiselle revealed.

Her name may not have the literary resonance of Dante, alluding more to white stilettos and a bottle of Bacardi Breezer, but our Trish wins hands down in *Devil May Cry*'s enigmatic stakes. The game's opening movie shows Trish is actually the impetus for the game's quest as she crashes through the façade of Dante's dosshouse on her motorbike and stabs him with a huge sword just to see if he is indeed the half-demon man that she'd heard about. Luckily for Trish and her lawyers, Dante is that man, and as he theatrically wrenches the sword from his body amid thunderous scenes of lightning flashes like those of a Meatloaf video, she persuades him to go to Mallet Island and help fight the emerging underworld presence.

Of course, as soon as Dante gets there, off trots Trish, leaving our hero to fend for himself. She returns intermittently throughout the game, materialising in a flash of light to congratulate Dante on his victory over a particularly tenacious boss, before vanishing as mysteriously as she arrived. Who is Trish, what does she want, and will she and Dante get it on in an overwrought love scene at the finale? You'll have to play to find out.

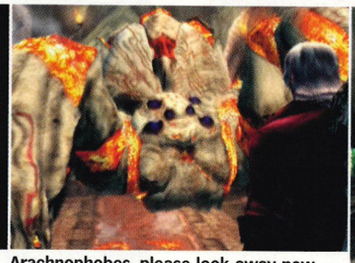
The old reflection-comes-to-life schtick. Still, it's good to see Duran Duran's Nick Rhodes keeping in work.



Dante's shotgun makes a mess of the Shadow panther.

Giant ghostly hands reach out from locked doors.

Giving it to them with both barrels.



Arachnophobes, please look away now.

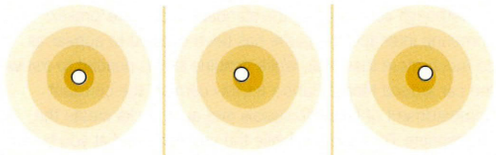
Ever seen a marionette bleed? You have now.

Some missions delight in messing with your head. A foggy necropolis scattered with *Blair Witch*-style twig dolls is spooky enough without you reappearing at the entrance every time you think you've escaped. Every step is accompanied by outstandingly atmospheric music and effects, constantly shifting to enhance a sense of fear, panic, awe or excitement at any given moment. This means serene Baroque organ music one minute gives way to a troop of metal axemen riffing for their life the next. The audio soundtrack is so skilfully, seamlessly implemented that you don't necessarily register individual melodies, though the stream of cold sweat running down your back proves that the music's done its job.

Devil May Cry's subtleties tell you everything you need to know about the game's quality. How many other games offer such dynamic detail in their item menus? How many other games litter the adventure with secret missions and hidden orbs? Whereas a worrying number of PlayStation 2 games so far have seemed ever-so-slightly rushed, *Devil May Cry* is the complete article. It is everything you could wish for from a PS2 game. Mikami-san needn't have worried – everything is okay because everything *is* going to be cool. □

ON TARGET? DEVIL MAY CRY

Undoubtedly another winner from Capcom's *Resident Evil* stable. Is it on your Christmas list too?



THRILLS
Non-stop blade-and-bullets action in awe-inspiring levels.

SPILLS
They look like ghosts, but make a mess of the carpet.

CHILLS
Not spooky like *Silent Hill 2*, but it has its own eerie atmosphere.

CAN YOU BEAT A SECRET?

Take a break from the main adventure by trying out the secret mission mini-games.

One of the joys of the *Resident Evil* titles is the award of bonus challenges for completion of the game, adding greatly to replay value. *Devil May Cry*'s 12 secret missions are an extension of this idea and actually appear throughout the course of the main adventure. Soon you'll be trying the doors of every room you've entered before, just to see if there's a secret mission hiding behind. Here are three of the early challenges:

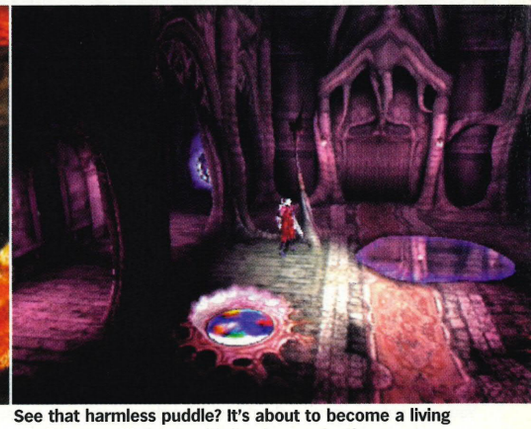
Phantom Baby
The Phantom is the game's scary giant spider. In this mission you'll encounter a room full of ordinary spider-sized spiders and it's your job to kill 100 of them within 30 seconds. Handguns ahoy and it's spider puree for tea.

Beasts
You'll just have killed the vicious mutating panther called Shadow. Now why not try taking on three of the gits simultaneously? Very tough, and you'll realise that your health bar isn't restored for the main adventure unless you clear the mission.

A Bunch Of Ghosts
Four of the Sin Scissors will come at you, but your task is to grab the Blue Orb that's suspended six meters up in the air. The only way to do it is by getting a leg-up on the blades of the scissors while trying to avoid being snipped in half.

The eagle has landed: Griffon drops in more than once to make your life difficult.

Every boss has a weak spot. Jump on the Phantom's back to make him feel the full power of the Alastor sword.



See that harmless puddle? It's about to become a living oil slick, engulfing you with its viscous death.

WORDS: STEVE MERRETT

WORLD RALLY CHAMPIONSHIP 2001

ON THE DVD

Evolution's much-vaunted rally sim finally appears in a playable form. Now all we need to do is learn to listen to our co-driver.

Publisher: SCEE
Developer: Evolution Studios
Players: 1
Release: March

A year ago, when Evolution Studios' Martin Kenwright first revealed *World Rally Championship 2001*, he told *OPS2* that he wanted to, "Create terrain that's real: where you drive up mountains, where there are thousand-foot drops off the side of these mountains. Where there are cars that can be disintegrated, deformed and decorated – that get covered in mud. With crowds that get excited and run across the road and react to you." So often such development promises are unfulfilled, forgotten and ignored as the final product turns out to be nothing like the game that was originally pitched. Not so with *WRC*, as we take a look at the first code to be run off Evolution's dev kits, all elements are present and correct.

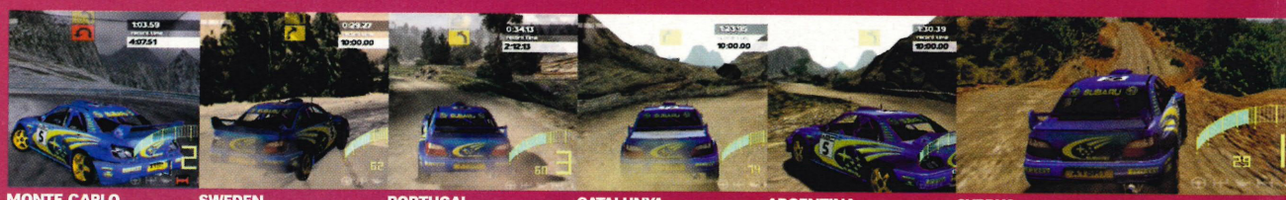
At its heart, *World Rally Championship* is a playable and exhilarating racer, but there's more to it than that. At long last a developer is looking beyond the boundaries of conventional racing games. It is much more than merely steering a car through a series of checkpoints. As the in-car and third-person cameras trail the licensed Peugeots and Focuses across 14 officially-sanctioned stages, a true depiction of the gruelling and skilful nature of rallying becomes apparent. It means pelting through pitch-black courses with only the occasional tail-light for a guide and using selective gear changes to safely bypass the threat of a near-vertical drop from a Catalan mountain path. In a sentence, it means real rallying.

Although controlled by the standard accelerate/brake/cornering interface, the game has been dressed to appear as so much more than that. While genuine skill is needed to throw the car around Monte Carlo's narrow corners, the constant bombardment of fantastic visuals and aural tricks create the atmosphere. For example, while the orders barked at you by a co-driver have gone largely ignored in previous rally games, here your survival on the winding, narrow courses depends on you following their commands to the inch.

COURSE YOU CAN

Around the world in 80 plays..

World Rally Championship has a total of 14 tracks all with localised characteristics. In effect it's 14 different ways to destroy a priceless rally car. However, while you grapple with another hairpin bend, take time to survey your surroundings. Whether it's bleak snowy vistas or the dusty red outback, all have a great sense of place.



MONTE CARLO
The icy terrain of this precarious mountain ridge makes speed a secondary concern.

SWEDEN
Flatter terrain, but the compressed ice on the roads can be fatal.

PORTUGAL
Arid countryside plays host to wide, easy to navigate roads.

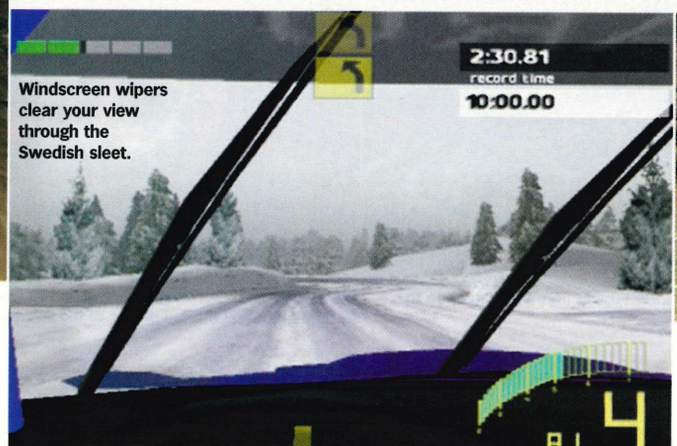
CATALUNYA
Another hill climb, while the lack of roadside barriers can lead to spectacular crashes.

ARGENTINA
A gravely winding mountain pass – and it's a long way down...

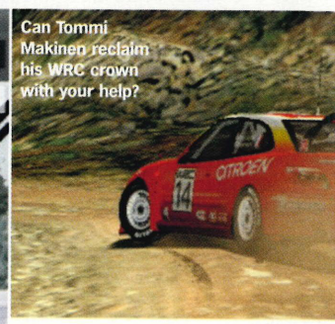
CYPRUS
Nasty hairpin bends and dizzyingly high ledges. Need we say more?

Your car gets coated in dirt throughout the duration of a stage. Vehicle damage is clearly visible and can also adversely affect your performance.

(Left) The dashboard view is only for true experts. (Right) Colin McRae goes incognito in his rival game.



Windscreen wipers clear your view through the Swedish sleet.



Can Tommi Makinen reclaim his WRC crown with your help?

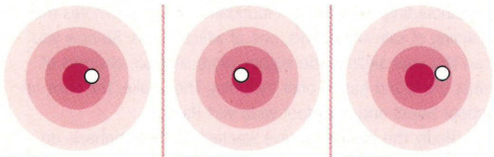
As you would expect from the official licence, a roster of authentic cars, drivers and sponsors go with those real-life stages. So you can tear round a track and get all muddy in the driving gloves of Tommi Makinen in his Mitsubishi Lancer or Carlos Sainz in the Ford Focus. Furthering the experience of a full rally, crowds hoot and holler as vehicles pass by while the uneven terrain has a marked effect on your car's performance.

It all adds up to a game to get excited about. Kenwright's aim to mimic the likes of Eurosport may be predominantly presentation-based, but the effect the graphical touches have on *World Rally Championship* is amazing. With a solid and playable rally game as a foundation – complete with dramatic crashes, hairpin bends and strong CPU AI – anything else Evolution has added is merely there to expand the scope of the game. And as the cars overtake on the narrowest of bridges with a plummeting drop below, the entire course often visible twisting away into the horizon, it is hard not to be impressed. PlayStation 2 owners can look forward to a game that has the detail of SCEE's *F1 2001*, but is more accessible and immediate. Colin McRae and his Codemasters crew have got some catching up to do... □

//At long last a developer is looking beyond the boundaries of the conventional racing game//

ON TARGET? WORLD RALLY CHAMPIONSHIP 2001

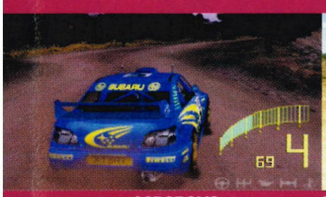
WRC 2001 truly conveys the rough and tumble feel of a rallying event without sacrificing the instant gratification of a decent driving game.



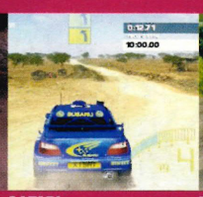
DETAIL
Right down to the most subtle of sound effects.

SCENERY
Amazing views provided by the extensive tracks.

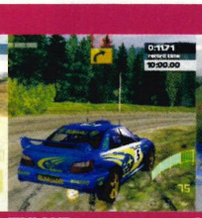
SPEED
Plenty, but the key here is learning how to control it.



ACROPOLIS
Wide gravel roads, but absolutely no markings making it hard to follow.

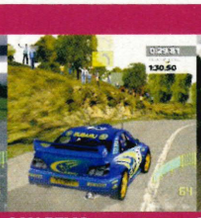


SAFARI
Dusty, but flat and wide-open stretches. Friendly natives pop their heads up occasionally.

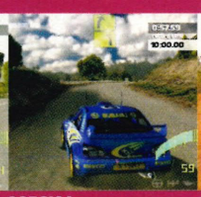


FINLAND
A pretty bog standard course. All moody skies and sharp corners – a bit like Wales. Sorry.

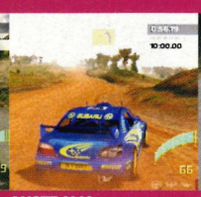
NEW ZEALAND
A narrow road meanders through farmland areas. So will you.



SAN REMO
A winding journey up a huge hill. In technical parlance: bloody difficult.



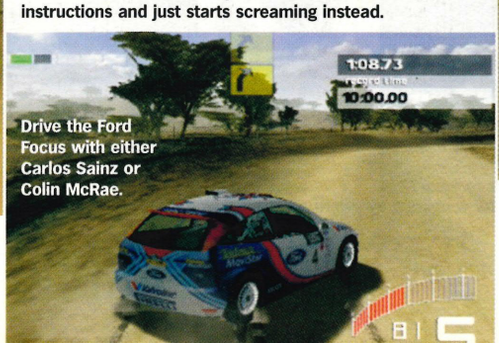
CORSICA
Rustic scenery, with only stone walls standing between the cars and a plummeting drop.



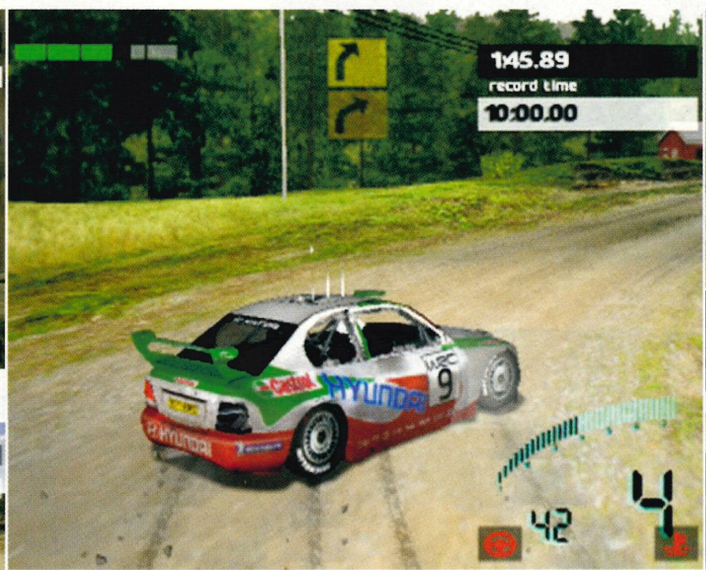
AUSTRALIA
The barren dirt tracks of the outback, with little on show to catch the eye.

GREAT BRITAIN
Wet weather, too much mud, trees everywhere. Ah, there's no place like home...

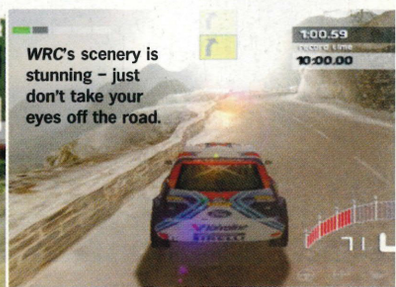
This is the moment when your co-driver ceases to bark instructions and just starts screaming instead.



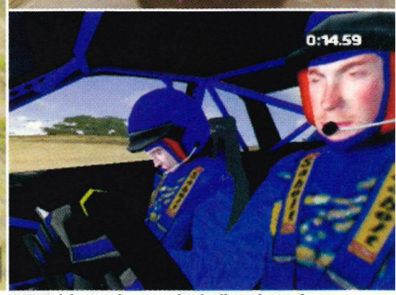
Drive the Ford Focus with either Carlos Sainz or Colin McRae.



Careful caressing of the handbrake and brake buttons is required to control those powerslides and accelerate smoothly out of the bend. *Ridge Racer* this ain't.



***WRC*'s scenery is stunning – just don't take your eyes off the road.**



***WRC* drivers' faces – including that of Richard Burns – have been mapped in.**

WORDS: ANDY LOWE

TONY HAWK'S PRO SKATER 3

More revolution than rejig, *Tony Hawk's* meets PS2 and with the new 'revert' function the tricks need never stop.

Publisher: Activision
Developer: Neversoft
Players: 1-2
Release: November

Only outsold by the ruthless marketing wheeze that was *Pokémon*, last year's *Tony Hawk's Pro Skater 2* could be seen as the last truly great PSone title. It took the best elements of the original and broadened its scope with showier tricks, interactive kicks, and larger levels. Of course, 'franchise' is such an ugly word, but the *TH* games are fast growing into a 21st Century *Street Fighter* – an ever-expanding, character-based series with a wildly varying spectrum of skill levels based on combo showboating.

The generational step-up has led to some pretty radical level design. Not only are the terrains huge and varied, the interactive elements are more satisfying – and, in some cases, crucial to progress. Hidden sections are usually accessed by performing some kind of task, rather than just smashing through the right window or flipping a switch. In Career mode, level goals are catered towards your skater's individual style – vert skaters get ramp-based challenges, while street types have to prove themselves grinding rails and pulling flips and spins. So, once you've cleaned up with one skater, you can select a new guy and head out for a second run.

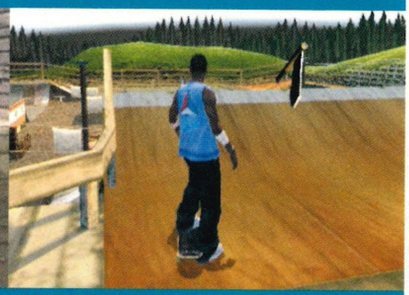
As well as the more real-world locales (Rio, Canada, Paris, Tokyo) Mr Hawk has insisted on the inclusion of a version of Skater Island, on Rhode Island – the biggest purpose-built skatepark on the US east coast. You see, Tony Hawk is a sensible 33-year-old man who, besides being extremely good at skateboarding, runs his own foundation which promotes the building of safe skateparks, one of which is this. So now you can test your skills in the slightly more sensible environs of what the Island has to offer including The Snake, The Pool, an indoor Street and a 53-foot wide Vert Ramp.

Gladly, the designers have stacked up the emphasis on what the game is all about – point-scoring. The trick-count has soared, with masses more lip-tricks and hidden combos, and more stylised individual repertoires for the 'name' skaters (this

THE MAD AXEMAN

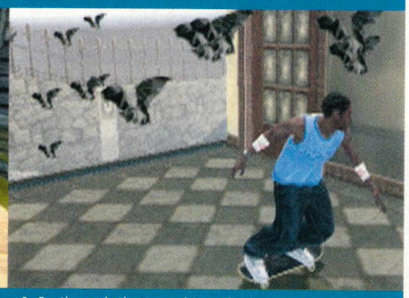
Career mode tasks on *THPS3* demand a more enquiring approach...

1. On the Suburbia level, grind the steps up to the spooky house and stop close to the tall, Lurch-like guy by the front door. He'll moan about having lost his key – but that's a red herring.



2. Take the quarter-pipe up to the top of the small house across from the barbecue guys and pick up the axe at the edge of the ramp.

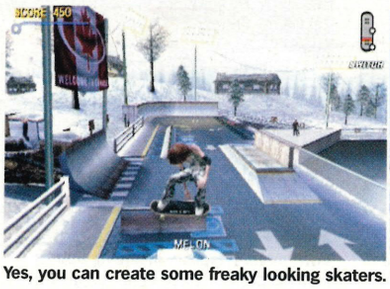
3. Take the axe back to the thin man and he'll chop his way through before disappearing in a puff of spooky red smoke.

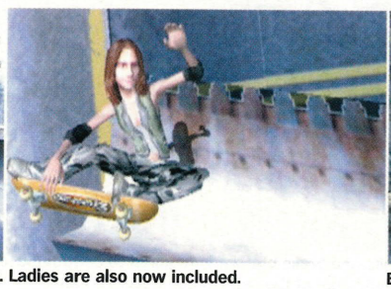


4. Go through the tunnel into the haunted house where you'll find a whole new trick-friendly area shrouded in eerie mist and populated by bats.

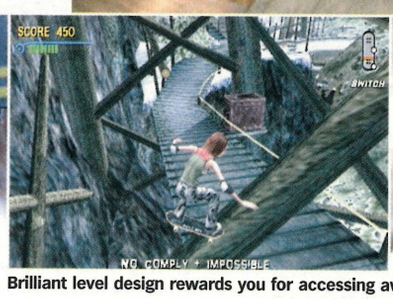
Brand new plant and handstand moves are in evidence for all the skaters.

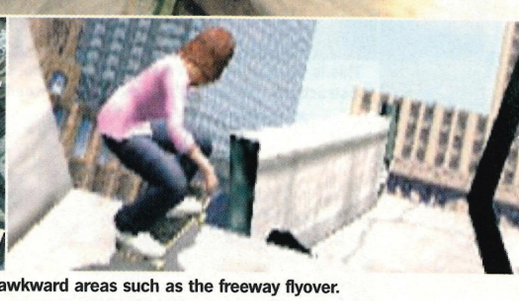
Master the revert and extend those big combos.





Yes, you can create some freaky looking skaters. Ladies are also now included.





Brilliant level design rewards you for accessing awkward areas such as the freeway flyover.

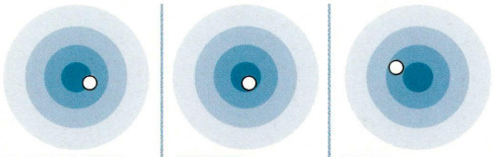
time including Bam Margera – the MTV Jackass guy). A new category of 'flatland' tricks can be performed on open ground with no ollieing required – like a more advanced, gauge-based version of the standard manual. But the key innovation is the 'revert' feature. After completing a ramp trick, which in *THPS2* automatically ended a combo, tapping the shoulder buttons will cause your skater to spin the board through 180° on to the front trucks allowing you to chain tricks together. The potential this offers for combining different moves is literally infinite.

A new and improved Create A Skater mode increases the variables which you can alter. Now you can decide if your skater wears a watch, give them a tattoo, put a comedy hat on them and have total control over their weight. The potential for making daft skaters is huge although they still skate the same, obesity strangely having no effect on ability to pull big air.

In early preview versions of *Tony Hawk's 3* there's been little to suggest that it will be anything but astounding on completion, once a few more courses and two-player modes have been added. Furthermore, as one of the most eagerly anticipated new releases of the next six months, expect it to sell by the truck-load. □

ON TARGET? TONY HAWK'S PRO SKATER 3

Chances are you're still playing *THPS2*, so surely a PS2 incarnation with more tricks, more skaters, better arenas and network play can't fail.



ENVIRONMENTS
Expansive, and designed for maximum combos.

REVERTS
You need never end a trick again. Unless you fall off.

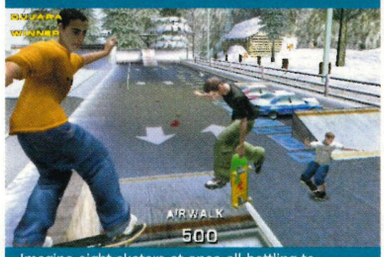
MUSIC
Lots of shouty rock, *and* Motorhead's *Ace Of Spades*.

SKATE-OFF!

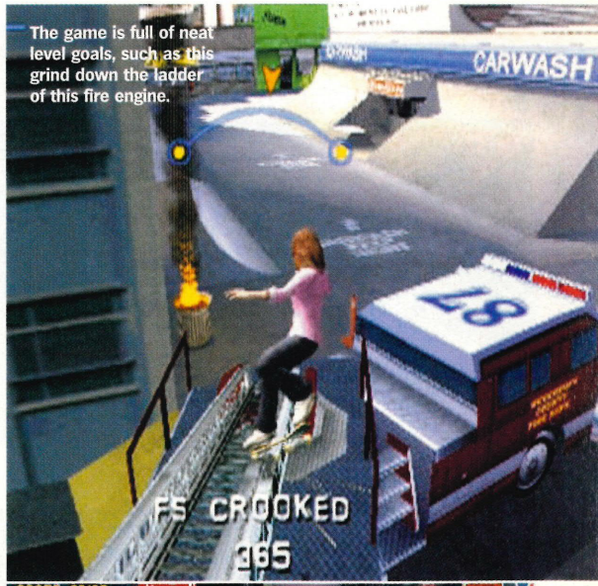
Lest we forget, *Tony Hawk's Pro Skater 3* will be one of the first PS2 games to go online.

As well as the usual variety of two-player split-screen modes, *THPS3* will also boast online multiplayer compatibility although you won't be able to skate against your Net mates until Sony's Network Adapter goes on sale in March.

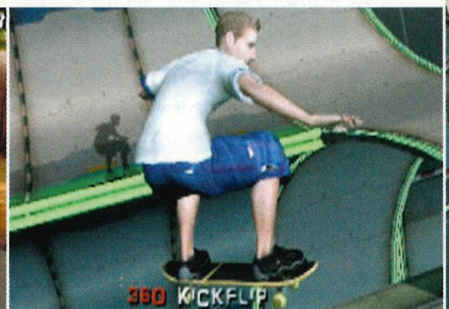
My ollie's better than your ollie: recreate those days of skate park humiliation.



Imagine eight skaters at once all battling to make combos without being knocked over!



The game is full of neat level goals, such as this grind down the ladder of this fire engine.



The Tokyo level looks impressive although there aren't so many opportunities for exploration.

WORDS: LOU WELLS

CRASH BANDICOOT: THE WRATH OF CORTEX

The Bandicoot bounds over from PSone in a lush new adventure that's sure to spin you out.

Publisher: Vivendi Universal
Developer: Traveller's Tales
Players: 1
Release: November

This is *Crash*. Comments were plentiful from back-seat gamers when we got to grips with the near-finished preview disc. "It looks the same." "The levels play the same." "It's not any different." Exactly, that is why we are getting excited, it is the same good old *Crash Bandicoot* that we loved on PSone. But better.

After news filtered through that development reins for Crash's PS2 debut had been picked up by Traveller's Tales, fans of the crazy marsupial had mixed feelings of anxiety and anticipation. It could have taken a classic game, turned it on its head and produced something totally un-*Crash*. Then on the other hand Traveller's Tales is renowned for producing pretty games – *A Bug's Life* and *Toy Story* being just two of many.

A certain sense of déjà vu is justified though, on first glance you could be forgiven that *Wrath Of Cortex* is just an update of *Crash 3*, which was obviously used as a template. But this blue print has been studied, scrutinised and built upon so well that the whole Crash experience has been allowed to move on – in terms of looks anyway. Traveller's Tales has done what it does best and created a game that is not only fabulously playable but looks stunning. Reflections in polished floors, distorted views of the background in icicles, footprints in the snow that remain if you die and return to the level – it's little touches like this that make you realise the game has moved on with the hardware.

Other new touches include a bird's-eye-view of the action on some levels, a host of new transportation and some new tricks for the star – the most notable being a means of creeping over potentially lethal nitro crates. Coco has also been added as a playable character and we don't just mean charging through levels on a crazed tiger cub. You can now roam freely with Crash's sis, who can execute her own unique array of moves, such as a kung fu kick – the equivalent of Crash's customary spin attack. Another playable character has been mentioned by Traveller's Tales called Crunch. This is actually the latest crack-pot creation of Crash's arch nemesis, Dr Neo Cortex and serves as one of the many boss characters in the game, although it's possible he'll star in some sort of sub-game as well.

The only real downside from what we've played so far (apart from the usual pre-final code laborious loading times) is that the game is perhaps too big a homage to *Crash 3* and not enough freedom of thought has been utilised to put a new slant on the action. The similarities even extend to the level rewards – crystals for completing levels and gems for smashing all the crates. Those Time Trials are also back. All well and good for extending the longevity and giving newcomers a taste of what they've missed out on, but something new for us seasoned fanatics would be nice. □

ON TARGET? CRASH BANDICOOT: THE WRATH OF CORTEX

It's still the *Crash Bandicoot* of old, but with a much brighter veneer. Will that be enough to hang onto fans of old though?

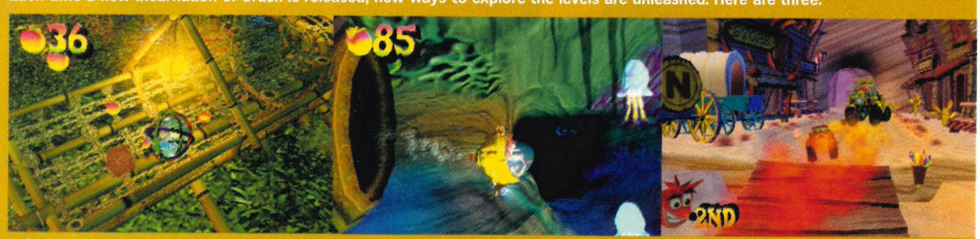
LOADING
We see a screen of Crash falling, and we see it for far too long.

HOW CRASH?
Very, he's better than ever, thanks to Traveller's Tales.

PLAYABILITY
As silky smooth as it ever was and a lot easier on the eye.

GET AROUND

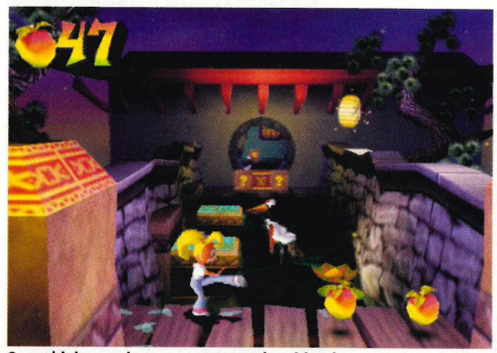
Each time a new incarnation of *Crash* is released, new ways to explore the levels are unleashed. Here are three.



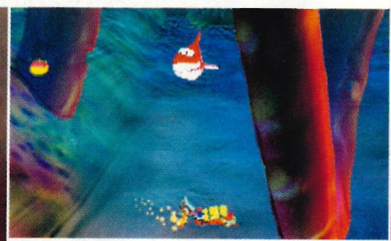
1. (Oh What An) Atlasphere
Inspired by *Gladiators* perhaps? But of course! Only clever weight shifting and nimble thumbs will get you through these tricksy levels.

2 (Yellow) Submarine
Having been stung by too many puffafish in *Crash 3*, some protection was required – and this is it, a missile-spewing, bomb-dumping, one-man sub.

3. (Doctor) Jeep
In a nod to *Crash Team Racing*, Crash can jump behind the wheel of this all terrain buggy and race his enemies for that final gem.

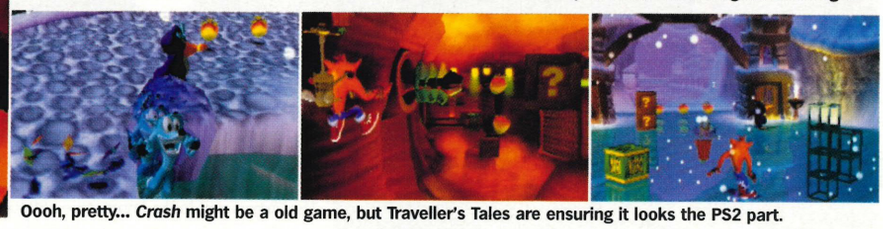


Coco kicks apple ass as a new playable character...



Dammit! Those slow water levels are back.

Traverse 3D worlds atop a missile-launching buzzard. Right.



Oooh, pretty... *Crash* might be a old game, but Traveller's Tales are ensuring it looks the PS2 part.

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WORDS: GEORGE WALTER

WIPEOUT FUSION

ON THE DVD

The game with speed that knows no bounds is fast approaching. Don't get in its way – it won't stop for anyone.

Publisher: SCEE
Developer: Studio Liverpool
Players: 1-2
Release: November

To begin, let's throw around a few similes. In this case, for speed. As fast as a speeding train. Quick as a flash. Like a greased Scotsman. In the blink of an eye. *Faster than a mayfly's honeymoon.* Bundle together all these dreadful approximations, and the result is something pretty fast. Agreed? Agreed. And the only thing that nimble bundle can be compared to is the sensation that *WipEout Fusion* is going to bring to PlayStation 2.

Proof required? Well, it's not often that having played a game for just half-an-hour, any other movement seems slow in comparison. Just getting up and walking away from the screen gives the sensation that you're in some kind of freeze-frame world. In gaming terms it has the ability to make – take a deep breath – *GT3* look like it's stuck in first gear.

It's a little over-confident to suggest *WipEout Fusion* will be a life-changing experience, but it certainly won't disappoint in terms of pace. As you pelt through lush jungle, around mountain peaks, down mines and into sub-aquatic tunnels, there is a constant, pant-wetting thrill akin to a ride on a life-threatening roller coaster. The scenery is highly detailed, elevating the race areas, giving a sense of depth, though you'll only notice them when you crash.

Even at this pre-pubescent stage, the game is in place. We played seven tracks, each having three sections that can also be raced in reverse. The most obvious thing that has changed in course layout from previous *WipEouts* is that the tracks are no longer just made up of straights, turns and the occasional drop or climb. Loop the loops make an appearance as do corkscrew twists and huge, almost vertical inclines.

One memorable section of the Katmoda 12 course has a drop where at the apex you lose sight of the track altogether with just an unnerving nothingness below your craft. In another, a jump pad suddenly fires you on to an upside-down track, sending you in the wrong direction. Believe us, this is brilliant.

RADIO WIPEOUT

***WipEout*'s music isn't just an option to turn off after five minutes. It's an integral part of the game. Here are just a few of the artists you'll find on the soundtrack.**

Messrs Paul and Phil of Orbital lead the charge for *WipEout Fusion*'s soundtrack.

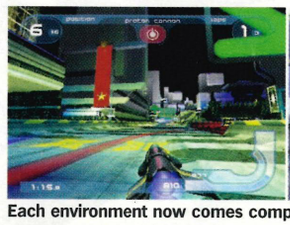
Orbital
The Hartnoll brothers are best remembered for their contributions to the post-acid house era of the early Nineties. In particular the track which defined 'chill-out' *Belfast*, and the one with the bells, the mighty *Chime*.

Lunatic Calm
One of the lesser known artists featured. We know they're probably American, they do remixes for cash as well, and their Web site spells new 'nu', tracks 'trax' and fat 'phat'. So they're obviously on the money.

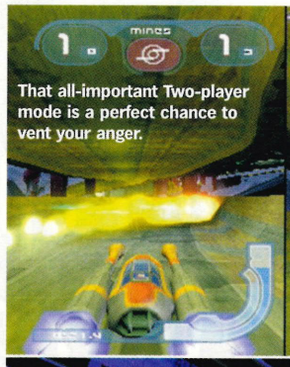
BT
Once referred to as the best looking DJ of his generation Brian Transeau's (BT) music is epic progressive trance. It was championed by Sasha and Oakenfold until he recently started making epic progressive breakbeat. Sigh.

Luke Slater
Luke's crowning achievement was his 1997 album *Freek Funk*, but his career goes much deeper, associated as he is with legendary early dance labels like Djax, Peacefrog and Irdial. You might not have heard of them but believe us, they were genre defining.

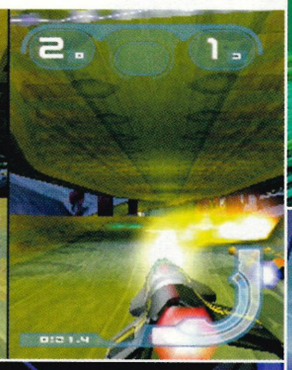
Utah Saints
Or Jez Willis and Tim Garbutt. They were once in a band called MDMA. Their best known track is What Can You Do For Me? They have remixed tracks for The Mission, The Osmonds, James and Toyah. Michael Stipe likes them.

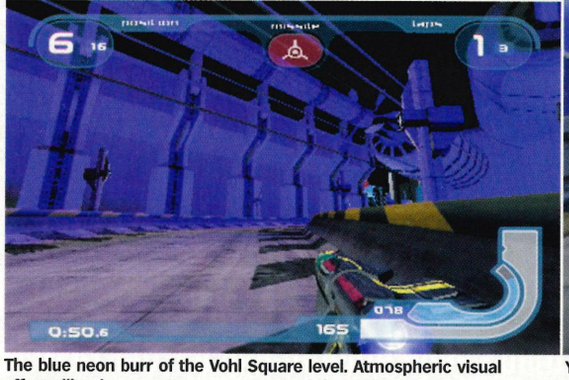


Each environment now comes complete with a bespoke identity.



That all-important Two-player mode is a perfect chance to vent your anger.





The blue neon burr of the Vohl Square level. Atmospheric visual effects like these are more pronounced than ever before.

In a fish tank looking out. The underwater track of the Mandrashee course.

You find *OPS2* just about to let off one of the game's best weapons – the Grav Stinger. A right nasty piece of work.

If *WipEout* was broken up into essential components, then *Fusion*'s covered the most important one. Speed. What about design and sound? It's already been well documented that Studio Liverpool wanted an entirely new look to *Fusion*, with design firm Good Technology taking over from Designers Republic. A totally clean slate was ordered and subsequently delivered. Even if you don't really care that the drivers now have a caricatured face and exhibit 'more personality' or that the craft look a bit different (and did we mention the fonts have changed?) it's a good selling point. Furthermore it's a big two-fingers-in-the-face to those who say *Fusion* is just a PSone update. Musically, the developer has opted for a mix of well and not so well-known artists including Orbital, BT, Luke Slater, Plump DJs and Utah Saints. Still no ZZ Top though.

It would be unproductive to mention that in its current state *Fusion* is prone to slowing down in more detail-heavy portions of the track, most noticeably in Two-player mode, or that some of the graphics could still do with being smoothed over. You know and we know that SCEE would be mad to release a game of *WipEout Fusion*'s heritage in an anything but an entirely complete state. Which is why we must wait a little longer for the full experience. Over to you Studio Liverpool. □

//It's a big two-fingers-in-the-face to those who say *Fusion* is just a PSone update//

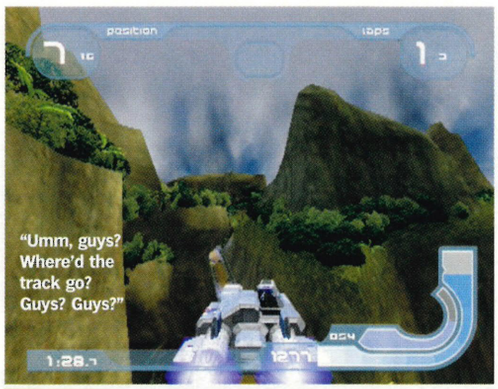
ON TARGET? WIPEOUT FUSION

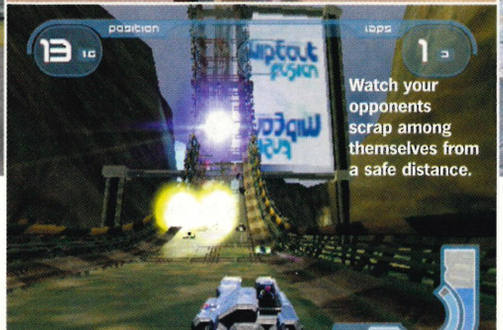
Everything feels *just right* about *WipEout Fusion*. Time can only tell how much of a game it offers, but with thrills like these will we really care?

SPEED
Please enter your own speed metaphor in here. Thank you.

TRACKS
Undulating, twisting, and downright screech-inducing.

STYLE
Familiar looks but a design graduate's wet dream.





OPEN ROADS

Transparent tracks make for some breathtaking views...

1. The loop-the-loop section of the Florian Heights level. Remember that bit on *Jim'll Fix It*? Exactly.

2. The raised track through the Mayan temple section of the Alca Vexus level. Not feeling too good now.

3. The upside down section of the Alca Vexus track. Look at all the other little craft below. Actually, don't.

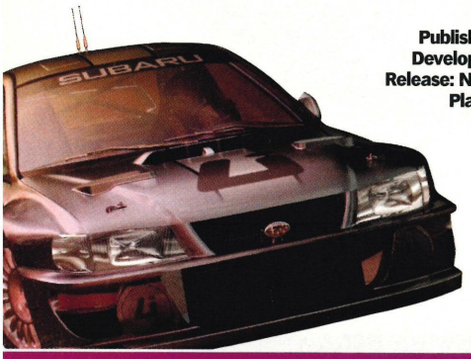
The level of detail around the tracks is truly phenomenal considering the pace at which the game runs.

In Zone mode, you race in this shiny fella. The aim? The speed keeps rising until you crash. How far will you go?

WORDS: ADRIAN LAWTON

GLOBAL TOURING CHALLENGE: AFRICA

Can Rage's videogame equivalent of David take on the might of SCEE's racing Goliaths?



Publisher: Rage
Developer: Rage
Release: November
Players: 1-2

We all love surprises. Like bumping into a friend you haven't seen for years. Or finding a tenner in your tumble-dried Levi's. So it was with *Global Touring Challenge: Africa*. It didn't arrive in a fanfare of publicity; it just quietly dropped into our hands. No fuss, no bother – just an overriding sense of satisfaction when we realised how well turned out it was.

The closest comparison to *GTC* on PS2 is probably Evolution's *World Rally Championship* for SCEE but while the latter is more in tune with *Colin McRae Rally* in that it's a gritty sim, the former tries a different tack. It combines elements of circuit-based racers like *Gran Turismo* with the likes of *McRae* – you'll be power-sliding your way round some tough rally courses but you've got a set number of laps to beat the numerous opponents and gain vital points.

Spanning 19 courses and crossing the diverse and exotic continent of Africa, *GTC* takes us through some spectacular scenery. From the snow-laden mountains of Tanzania, past sunsets along the Cape and on through the sun-parched Kalahari Desert, the game sports blistering speed and there's plenty to hold interest. Dirt flying up from the cars in front, bright sunshine blinding you as you round a corner, TV choppers hovering overhead – the attention to detail is always impressive.

Then there are the fully licensed cars. They include favourites such as the Subaru Impreza, the Renault Megane and Ford's Focus. Reflective surfaces have been put to good effect and they shimmer pleasingly under the African sun. Handling seems to be pretty much spot on and you can push these machines to their absolute limit. Feeling the back end starting to slide out as you take a turn at full speed, you can deftly correct your steering and accelerate away smoothly.

You must take part in the Championship mode to unlock the game's tracks, which are a varied and interesting bunch. Vicious bends, perilous climbs and suspension-wrecking jumps await you at every turn and there's a good mixture of environments to reflect the nature of the African landscape. Once unlocked, these tracks can then be used in the Two-player mode and while this is purely a one-on-one situation, it's still great fun, with little compromise on detail or speed. On top of this, a Challenge mode has been included (see Doing The Dirty) which also can be played in multiplayer.

So while it may not be as in-depth or possess the realism of other rally games, if the finished game lives up to its promise, *GTC* will definitely be worth a look. It's visually impressive, with gameplay to match and while we fear it may get lost amongst the big name racers, from what we've seen so far *GTC* certainly doesn't deserve such a harsh fate. □

ON TARGET? GLOBAL TOURING CHALLENGE: AFRICA

Tons of tracks, gorgeous visuals and spot-on handling could well make *GTC* a surprise winter hit.

CARS
Instantly recognisable motors. A rally fan's wet dream.

TRACKS
Testing courses that are obsessively detailed. We like.

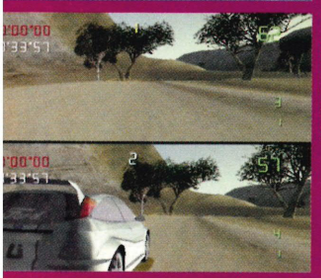
CHALLENGE
Not as tough as *GT3* but there's stacks to keep you going.

DOING THE DIRTY

Aside from the standard tracks, the Challenge mode lets you go head-to-head with a friend in all sorts of testing circumstances. Here are a few:

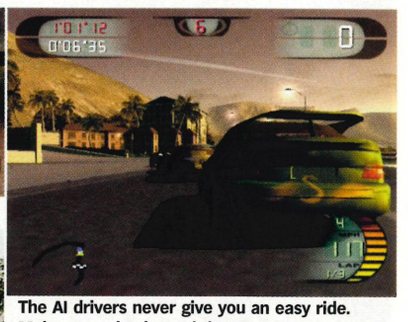
1. Speed Pursuit: One
Beginning on opposite sides of a tight oval course, the aim of this challenge is to catch up with your opponent. At high speed and fighting to keep control of the vehicle in the continual corners, it's a case of whoever can stay on the track the longest as making a mistake will cost you the race.

2. Downhill: One
The objective here is as simple – race your opponent down this course and reach the bottom of the hill first. The snow and ice turn to dusty roads halfway through, making this a perilous task.

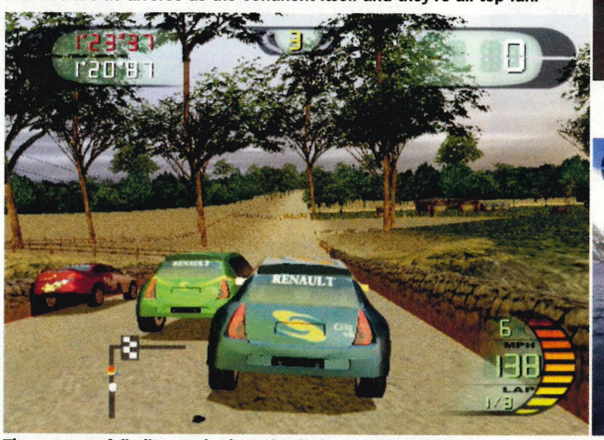


3. Uphill: One
Again a simple objective, only this time racing up a steep incline. This is a sandy track with some continual vicious bends to keep you on your toes.

Courses are as diverse as the continent itself and they're all top fun.



The AI drivers never give you an easy ride. Make one mistake and they're past you.



The cars are fully licensed – just check those name badges.

Traction is seriously impaired on the icy courses.

The in-car view gives a blinding sensation of speed.

Powersliding around the corners is the key to getting ahead of the game.

Your view is often obscured by the dirt kicked up by the cars in front.

'MIRROR, SIGNAL, MANOEUVRE'
The Art Of Driving #1
(November 2001)

BURNOUT

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Acclaim

PlayStation 2

WORDS: STEVE FARRAGHER

HALF-LIFE

Disturbing. Challenging. Awe-inspiring. One of the PC's greatest ever games is finally poised to make its PS2 debut.

Publisher: Vivendi Universal
Developer: Gearbox/Valve
Release: November
Players: 1-2

This game is huge, in both the senses that a game can be. *Half-Life* is a massive, sprawling, first-person shooter that's also one of the most successful PC titles of all time, selling over two million copies and netting more than 50 gaming awards in the process. For the last two years, respected PC magazine *PC Gamer* has rated it number one in its Top 100 PC games. If such a book were to exist, '*The Abbreviated History Of PC First-Person Shooters*' would read: "*Doom. Quake. Half-Life.*" This game is that big.

So what is it that raises *Half-Life* head and shoulders above the crowd? The answer lies in the gameplay. While the graphics, are no longer cutting edge compared to games currently hitting the shelves, they do the job well – fast, clear and sometimes too gruesomely detailed for comfort. The action is fast and furious too, with plenty of enemies to dispatch, but it is the plot that really pulls you into the action, written by horror author Marc Laidlaw, it is something a bit special.

You know that this game is going to be different as soon as it loads up. Instead of plunging you straight into action, you find yourself riding the train into work. But it's no normal train, and it's not normal work. You're travelling to the heart of the Black Mesa Research Facility – miles below the Earth's surface – gawping in awe at the sheer scale and detail of everything: big robots lift crates, other trains pass you by, machinery on the sides of the track clunk and grind into action. The whole opening scene is both cinematic and atmospheric, giving the player a complete sense of travelling deep underground.

On arriving at your station you're greeted by a security guard, have donned an environmental hazard suit and are ready for the day's experiment. Which is where the trouble starts. In Laidlaw's entertainingly clichéd world the scientists are meddling fools about to unleash forces beyond their comprehension. Minutes later they've created what would be known in *Star Trek* as a 'hole in the space-time continuum' and

TOOTHSOME DECAY

Finished the solo game? *Half-Life* will come with not one, but two Multiplayer modes to add a little zing to a quiet night in.

1. The Decay game which offers two players the opportunity to work together as they battle the hideous alien hordes. It's got an involving plot, too.

2. The classic head-to-head with a bountiful variety of arenas available to settle such important debates as who makes the next round of tea.

Make them scurry like burning ants as you control the high ground

Actually, getting this close to the enemy isn't a good idea, but we had to let you see the fantastic detail in each figure. We suffer for our art here, y'know...

There's a strong horror element to the game that might disturb the innocent...

***Half-Life* is chock-full of clever set-pieces that challenge your brain as much as your trigger finger.**

savage monsters start to materialise all over the lab. You must battle your way through them to save the world. A task that is made considerably more difficult later on in the game when the government decide that the best way to deal with this potential national disaster is to send in the troops, obliterate everything (including you) and pretend it never happened.

FLAW-SHOW

Gearbox's PS2 conversion is looking very sound and the nearly-finished version we've seen has only a couple of minor flaws, the worst being that the game pauses every few rooms to load more of the level. Even this mild irritation is blanked out, as the masterful plot and absorbing atmosphere get under your skin.

Half-Life's character models now have tons more detail than the PC version, with the alien-infested scientists looking creepier than ever, dripping with pulsating, slimy flesh. But it's the unmistakable sound as much as the visuals that create the stunning atmosphere in *Half-Life*. Once you've shivered at the unearthly screeches from the face-hugging Headcrabs and winced at the squelches from human remains as you shoot a ceiling-mounted Barnacle with deadly tentacles, you'll never be the same. A masterpiece is on its way. Rejoice. ☐

//In Laidlaw's clichéd world meddling scientists are about unleash forces beyond their comprehension//

ON TARGET? HALF-LIFE

One of the biggest ever games on PC but will it rattle PlayStation 2 cages in the same way?

GUNNERY
Buckets of weapons and fantastic explosions.

CLAUSTROPHOBIA
Dark atmosphere, oppressive level, nightmare story.

BODYCOUNT
Some truly gruesome aliens that'll make you want to hurl.

TopTones....

Jay Z • Izzo Hova	61203	Michael Jackson • You rock my world	61197
DJ Otzi • Hey Baby	61220	Kylie • Can't get you outa my head	61175
City High • What would you do?	61198	Travis • Side	61184
Steps • Chain Reaction	61193	Stereophonics • Step on my size 9's	61183
Bob the Builder • Mambo no 5	60047	Shaggy • Luv me, luv me	61166

Dance

61146	Superman Lovers • *Star Light*	61177	Basement Jaxx • *Just One Kiss*
61187	Chemical Bros. • *It began in Afrika*	61171	Artful Dodger, Mel Blatt • *24, 7*
61214	Jean Jacques Smoothie • *2 people*	61150	Sophie Ellis Bextor • *Take me home*
61189	Faithless • *Muhammed Ali*	61074	So Solid Crew • *21 seconds*
61005	Pied Piper • *Do you really like it*	61072	Ian Van Dahl • *Castles in the sky*
60056	Misteeq • *All I want*	60020	Darude • *Sand Storm*

R'n'B

61181	Mary J Blige • *Family Affair*	61190	Lil' Kim • *In the air tonite*
61182	Nelly • *Batter up*	61191	Ludacris, Nate Dog • *Area Code*
61064	Eve • *Let me blow your mind*	61043	D 12 • *Purple Hills*
61151	Spooks • *Sweet Revenge*	61050	Wyclef Jean • *Perfect Gentleman*
61016	Usher • *You Remind Me*	61037	Destinys Child • *Bootylicious*
60179	Missy Elliot • *Get your freak on*	60034	Eminem • *Stan*

Pop Tones

61194	Alien Ant Farm • *Smooth Criminal*	61211	Uncle Kracker • *Follow Me*
61170	Victoria Beckham • *Not such an innocent girl*	61202	Ian Brown • *F.E.A.R*
61173	Dido • *Hunter*	61218	Mecury Rev • *Nite and Fog*
61174	Samantha Mumba • *Baby come on over*	61219	Star Sailor • *Alcholic*
61201	Girls at Play • *Respectable*	60287	OPM • *Heaven is a halfpipe*
61172	Blue • *Too Close*	60163	Wheatus • *Teenage Dirtbag*
61078	Five • *Let's Dance*	60128	Gorillaz • *Clint Eastwood*
61167	Louise • *Stuck in the middle*	60043	Limp Biskit • *Rollin*
61159	Emma Bunton • *Take my breath away*	61091	Nelly Futardo • *Turn off the light*
61053	Atomic Kitten • *Eternal Flame*	60185	Shaggy • *Angel*
61027	Robbie Williams • *Eternity*	60200	S Club 7 • *Dont Stop Movin*

Film&TV

60044	Mission Impos.	60204	Star Wars
61014	Big Brother	61129	Red Dwarf
60220	A Team	60205	James Bond
60219	Knight Rider	60127	God Father
60207	Italian Job	61127	Only fools+horses
60241	Pulp Fiction	60223	Exorcist
60298	X Files	61130	Star Trek

The following Nokia handsets can receive both tones & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110.
The Nokia 51xx series can receive graphics only.

MusicLogos

	2 Gorillaz 16014	Stereophonics 13157	Elvis 16000	
Britney Spears 30256	destiny's child 30093	16005	geri halliwell 30238	Kylie 13288
Limp Bizkit 13178	Chemical Brothers 30233	Eminem 13190	Fatboy Slim 13169	Artful Dodger 30089
D12 30248	Marilyn Manson 30162	Shaggy 13292	Usher 30043	2Pac 13262

FilmLogos

		Planet of the Apes 30198	Matrix 11768	Scary Movie 2 30225
Monsters Inc. 30470	Tomb Raider 30251	Snatch 30206	Buffy 30171	Blade Runner 11835
Reservoir Dogs 30202	Spiderman 30074	Star Wars 11753	30087	The Godfather 11784
Shrek 30237	Angel 11816	Charlie's Angels 11831	Scream 11869	Star Trek The Next Generation 30137

Favourites

		Hong Kong 11877	Atari 12149	Space Invaders 30217
PS2 The Third Place 30122	Gran Turismo 3 30438	PlayStation 12142	30199	Resident Evil 30321
Metal Gear 30121	12110	Futurama 30048	Quake 30201	Sonic 30207
Jedi 11789	Starfleet Tricorder 30447	12979	Ayia Napa 12347	10822
Playboy 10831	Cream 13267	30105	11058	10283
Becks 30471	No Fear 10730	11782	11001	Kickass 11868
		11926	England 11959	Manchester United 11950
		11122	The Rock 30463	Hardy Boys 17502

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WORDS: JAMIE SEFTON

PRO EVOLUTION SOCCER

Sit down, steady yourself... The UK version of *Winning Eleven 5* will be in a PS2 near you soon.

Publisher: Konami
Developer: KCET
Players: 1-8
Release: November

The superlative football game *Winning Eleven 5* has long been causing Mexican wave-style celebrations in Japan. Released six months ago it has already sold 500,000 units and has even prompted a journalist at *The Guardian* to add '*Winning Eleven 5* – Oh My God!' to the end of one recent email-based soccer newsletter. Finally, UK gamers are about to get their hands on what could be the definitive PS2 kickabout, as Konami unveils a remoulded and enhanced European version of *WE5* entitled *Pro Evolution Soccer*.

So why does a KCET-developed PlayStation football series that has so long been overshadowed by EA Sports' all-conquering *FIFA*, cause respected sports writers to fall to their knees in wonder when they see a match unfold before them? First and foremost, it's the way that the game *feels* when you play it. How the players make little darting runs for through balls or the fact that you can pull off remarkably intricate passing moves and then send a shot screaming into the top left-hand corner of the goal. KCET football titles are most definitely videogames, but they play intuitively like the real thing – they have a football 'brain'. This is to do with the philosophy of the game, that focuses on the ball physics rather than the players, providing a simple, but fundamental difference between KCET's games and other footy titles (see Ball Skills).

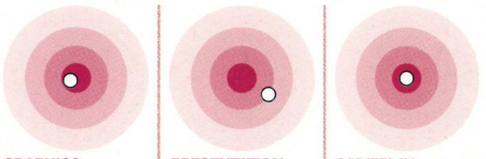
Pro Evolution Soccer has taken the Japanese *WE5* as the basis for the new game, but the development team has remoulded its smooth playability adding improved animation, more recognisable player likenesses and sharper graphics. A FIFPro official licence means that most of the proper names and teams are there, apart from those covered by separate deals.

As well as International Friendly, League and Cup matches, the addictive Master League from earlier PSone *ISS* games is also included that allows you to compete in two leagues with a club team (featuring famous European sides such as Lazio and seven Premiership clubs) that you can add to by transferring players from other squads. Finally, *Pro Evolution Soccer* manages to pack in a Edit Player mode so you can create that seven-foot ginger-haired striker from Nigeria you always wanted. Or maybe just another Batistuta.

Although still being optimised by the fanatical KCET team, *Pro Evolution Soccer* is already an incredibly playable game. If there are any reservations with the preview version it would be that it has a steep learning curve and some matches tend to get bogged down in midfield areas producing scoreless draws. The presentation may be basic but the addition of half- and full-time highlights adds to the atmosphere and only the commentary pairing of Chris James and Terry Butcher needs attention. However, it's the gameplay that counts and *Pro Evolution Soccer* already has it in spades. □

ON TARGET? PRO EVOLUTION SOCCER

Konami's flagship footy game could soon have the world falling at its feet (and *OPS2* drooling on its Dual Shocks).



GRAPHICS
Superb player likenesses, animation and stadia.

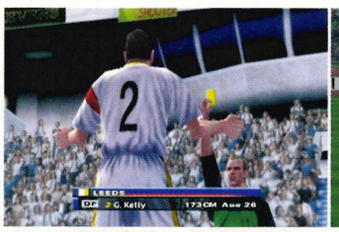
PRESENTATION
Awful commentary tarnishes the *Pro Evolution* silverware.

GAMEPLAY
Revamped from the Japanese game, *Pro Evolution* is a dream.

BALL SKILLS

A lesson in *Pro Evolution Soccer*'s footy physics.

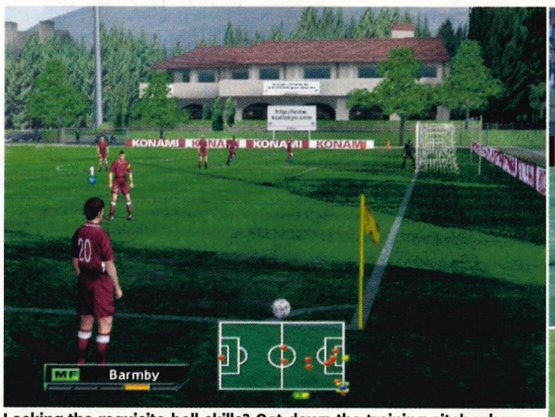
KCET's first football game for the PS2 expands upon its simple philosophy expressed in its *ISS Pro Evolution* titles on PSone – that the ball is the most important part of the beautiful game. Yes *of course* you need realistic player movement and an intuitive control system, but the Japanese developer has always focused on the physics and realistic movement of the ball, which heightens the unpredictability and excitement of every match. As a result in *Pro Evolution Soccer* you could witness the football spinning high in the air, then rebounding off a player's leg into the path of a striker, who'll scuff the shot and see the ball ricochet off the post and go in. Goooooaalll!



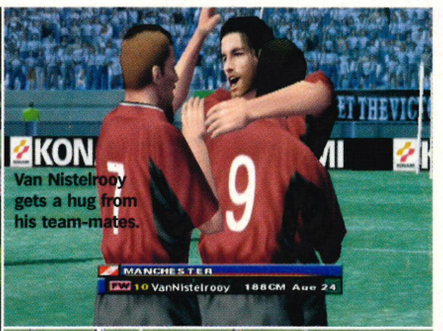
Dirty Leeds! Yorkshire grit results in yet another 'unfortunate' yellow card.

Batutista (ahem) in a dangerous free kick position – who needs Veron?

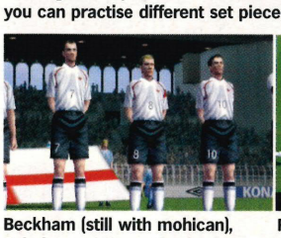
Blighty's own 'Ginger Ninja' celebrates a winning goal against the auld enemy.



Lacking the requisite ball skills? Get down the training pitch where you can practise different set pieces. But Barmby on the right? Bah!



Nope, not a bizarre Javelin event... *PES* has rainy weather effects with nifty ball and player splashes.



Beckham (still with mohican), Scholes and Owen line up.

Replay mode allows you to view great goals from any angle.

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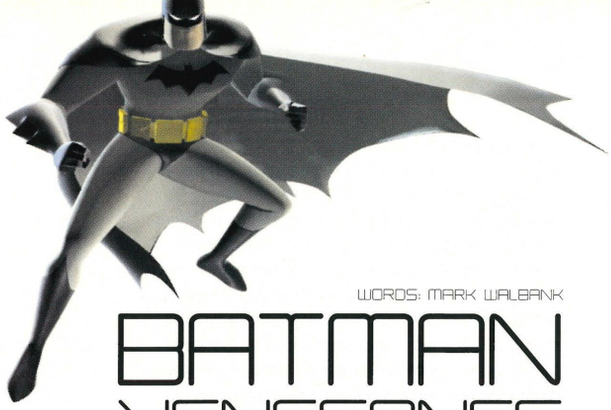


WORDS: MARK WALBANK

BATMAN VENGEANCE

'Holy squirrel droppings Batman! Your next game is actually looking good. Do you think it's because I'm not in it?'

Publisher: Ubi Soft
Developer: Ubi Soft
Players: 1
Release: November

Batman has gone through as many styles as David Beckham's cranium warmer. From Bob Kane's minimalist DC original back in 1939 through to Tim Burton's brooding film adaptation in 1989. While the unsettled nature of the Batman aesthetic has allowed videogame creators to cash-in on a number of iterations over the years it has done little to cement a single iconic look in the minds of gamers. Arguably, the menacing visuals adopted by Ubi Soft for the forthcoming *Batman Vengeance* are the most exquisite to date. Based around the primary colours and 'dark deco' look used in Warner Bros' *Batman: The Animated Series*, they set the standard for any future contenders.

While good visuals rarely enhance actual gameplay, *Batman Vengeance*'s ingenious movement between cut-scenes and third-person action adventure serve to deepen and reward early exploration. The short transitions make use of the game engine – rather than tagged-on FMV – ensuring that the story unfolds and grips from the outset.

It's a huge advantage because early signs are indicating that *Batman Vengeance* is a polished if rather traditional action adventure game. Control of the Caped Crusader is fluid, making movement across the precarious roof-tops above Gotham City a pleasure. If a small slip from a ledge is made the well executed animation routine has Batman clinging onto the edge before quickly pulling himself up. A glide command has also been introduced to give the hero a 'safety-net' should he plummet from greater heights.

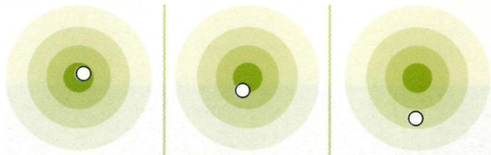
But those familiar with the Sixties *Batman* TV series will fondly remember Adam West's utility belt. Though primarily used to keep in his ever-expanding paunch, the belt helped him out of many a shaky film set. As is traditional with all Batman licensed games gadgets will be integral to success. Batarangs, a Batscope, Bat-grapples, Batcuffs and a Bat-launcher will all be vital at key points during the five episodes. Many of the devices allow players to slip neatly into first-person perspective. Select the Batgrapple, for instance, and red target points highlight the ledges which can be reached by firing up your handy grapple cable.

Go deeper into the game and Batman will climb into his Batmobile for a bout of villain catching. As in Ocean's 1990 version of *Batman* a special Bat-cable can be fired from the Batcar to make the vehicle perform dramatic 90° cornering manoeuvres.

Although *Batman Vengeance* has all the looks of an accomplished title its insistence on traditional elements may be its undoing. Undoubtedly, the game will appeal to a broad audience but the so far rather simplistic combat routines and conventional Batman capers may leave those expecting a challenging superhero crusade less than satisfied. □

ON TARGET? BATMAN VENGEANCE

Bruce Wayne may want to forget his previous digital disguises but how does *Batman Vengeance* shape up?



STYLE
Beautiful, and featuring all major Batman villains.

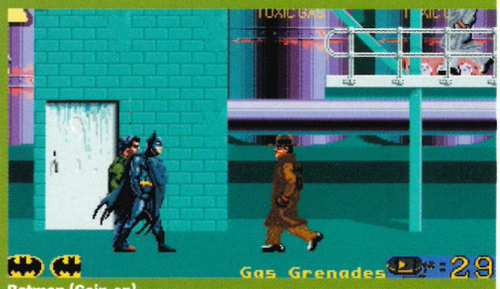
GADGETS
The utility belt is crammed with impressive devices.

COMBAT
Slightly stilted and simplistic, but time for improvement.

UNHOLY BATGAMES!

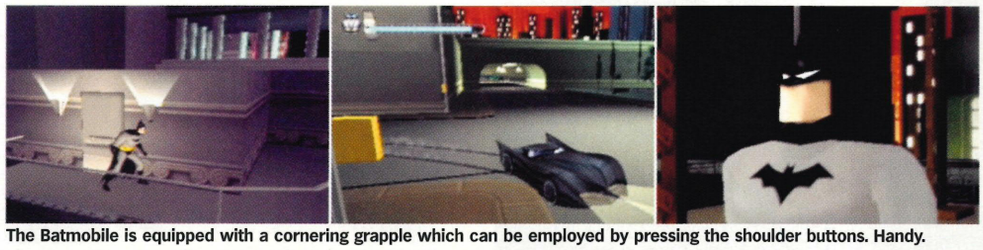
Batman's struggle against licensing crime began back in 1985 when Ocean Software first picked up the rights. Although the original was fantastic others have floundered...

Batman (ZX Spectrum)
Jon Ritman's seminal 1985 isometric puzzler still puts all the later efforts to shame.



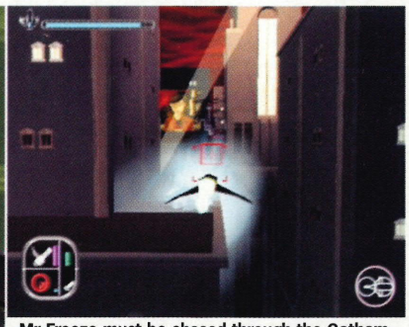
Batman (Coin-op)
This 1991 iteration from Atari Games was about as pleasant as a fart in a batsuit.

Batman And Robin (PSone)
Acclaim's recent 1998 cash-in on the movie should have been KAPOWed! at the drawing board stage.

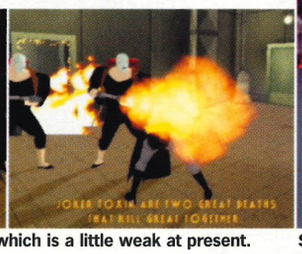


The Batmobile is equipped with a cornering grapple which can be employed by pressing the shoulder buttons. Handy.

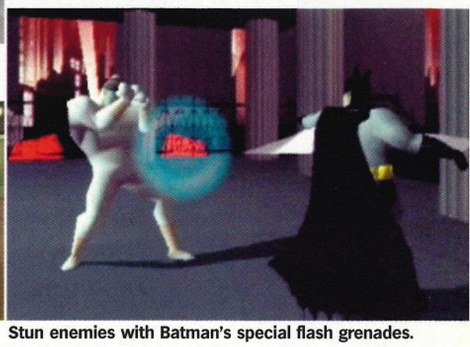
Though the driving and flying sections are not quite so comprehensive as the adventuring, they introduce a well-needed change of pace.



Mr Freeze must be chased through the Gotham City skyline with your nimble Batplane.



Ubi Soft is working on the combat which is a little weak at present.



Stun enemies with Batman's special flash grenades.

WORDS: ANDY LOWE

SHAUN PALMER'S PRO SNOWBOARDER

The extreme sports videogame bandwagon is getting full. Room for a little one that's got great gameplay?

Publisher: Activision
Developer: UEP Systems
Players: 1-2
Release: October

This welcome snowboarding addition to Activision's extreme sports O2 brand is an inspired attempt to blend the dreamy, intuitive feel of the *Tony Hawk's* series with the adrenaline burst that is *SSX*. However, there is a problem: *Tony Hawk's* fans will want *Tony Hawk's Pro Skater 3*, while *SSX* fans will want *SSX Tricky*. It's going to have to be REALLY good.

At last count, Activison have *Tony Hawk's Pro Skater 3*, *Mat Hoffman's Pro BMX 2*, *Kelly Slater's Pro Surfer*, *Shaun Palmer's Pro Snowboarder* and (deep breath) *Shaun Murray's Pro Wakeboarding* all waiting to enter the PS2 world. It's all gone a bit niche-shaped, but so far the precision genre-splitting is being backed up with high quality control. So, if you prefer snow to street or surf, *SPPS* is shaping up as a potential sleeper hit – particularly for *SSX* fans gagging for an alternative.

The game is, in every imaginable sense, '*Tony Hawk's Pro Skater On Snow*'. Activision may have farmed it out to *Cool Boarders* developer UEP, but it is apparent that the publisher has clearly insisted on some strict parameters to keep it in line with the rest of the extreme series. So that's the terminology, tweaks, level goal-based gameplay and identical controls all taken care of, making it obscenely playable. The action takes place over a wide range of real-world resorts that most half-serious snowboarders will be familiar with: Aspen, Kirkwood, Donner Ski Ranch near Lake Tahoe. These environments manage to be both believable and outlandishly interactive replete with tree branches, chairlift cables and ice sculptures.

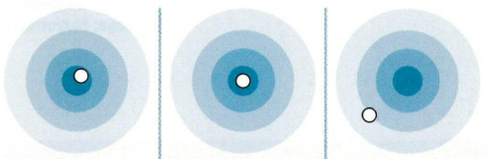
As well as mouthy figurehead Palmer, you get to ride with a rack of other genuine pros including *Snowboarder* magazine's 'Rider Of The Year', Tara Dakides. Again, *SSX*-heads will recognise the improvable rider/board specs and unlockable tracks/secrets.

In terms of different styles of play the usual standards will be on offer – Freeride, Freestyle, Career with the obligatory boarder design option, and split-screen multiplayer, with an excellent two-player mode, 'Push', which involves edging a rival off the screen by performing slicker tricks. Everything looks sharp and moves crisply – with only a mild moan at this stage over the ungainly character graphics and some slow-down on a few of the more complex routes. The off-piste levels are the most challenging, featuring less obvious, more difficult grind surfaces, and they've even found time for a set-piece or two, of which the best so far is a breathtaking surge through some hazy cloud-cover into a super-steep valley, a perfect opportunity to go trick-crazy with a flurry of grabs and spins.

If Activision can stick to the October release date and steal a few weeks on *SSX Tricky*, *Shaun Palmer's Pro Snowboarder* could well be a goer. □

ON TARGET? SHAUN PALMER'S PRO SNOWBOARDER

Pummelling the powder, grinding out the tricks... But does *SPPS* have the *Tony Hawk's* or *SSX* X-factor?



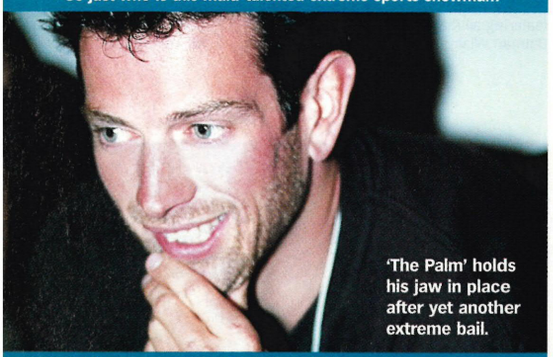
STUNTS
Impressive, but if you muck them up you can't try again.

CONTROLS
The same as *The Hawk*. High intuition, low originality.

LOOKS
Funky environments, nice field depth, but rickety characters.

SHAUN PALMER

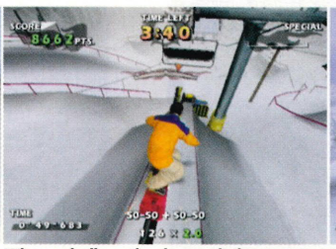
So just who is this multi-talented extreme sports showman?



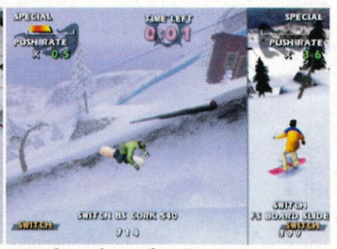
'The Palm' holds his jaw in place after yet another extreme bail.

Cutely nicknamed 'The Palm', Shaun Palmer was born to board – he grew up in Tahoe City, the heartland of North American snowboarding. After picking up trophies for downhill mountain bike racing, in 1989 he won his first world snowboarding championship medal in a ferocious competition with peer hotshot Craig Kelly, who he faced-off against in a repeat performance ten years later. He's picked up six gold medals at the extreme sports showcase the X Games, and *USA Today* recently declared him the "world's greatest athlete." He is also annoyingly good at skiing, motocross, supercross, snowmobiling and race car driving, but he can't kick a ball to save his life.

How they managed to get an artic lorry up a mountain is beyond us.

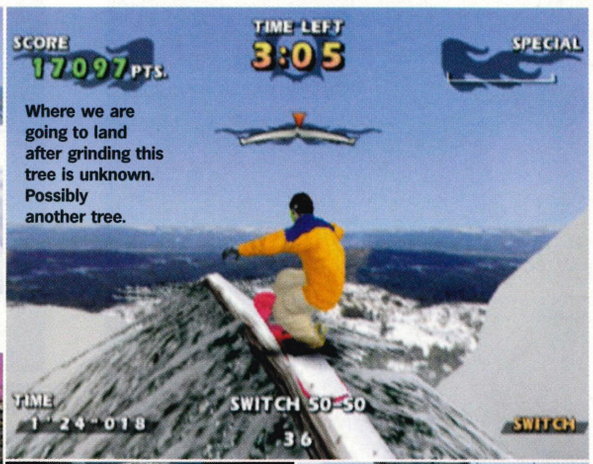


When grinding, check your balance on the handy scale that appears.

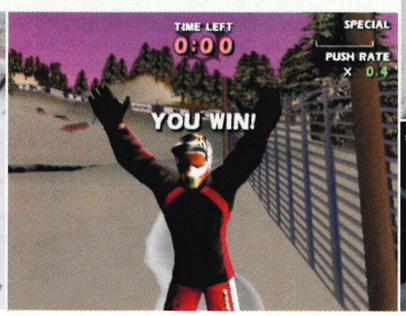


In Push mode, performing the best tricks 'pushes' your opponent off the screen.

Beware of the cable car. It will push your nose into your brain and dislodge your face off.



String together tricks for easy combos.



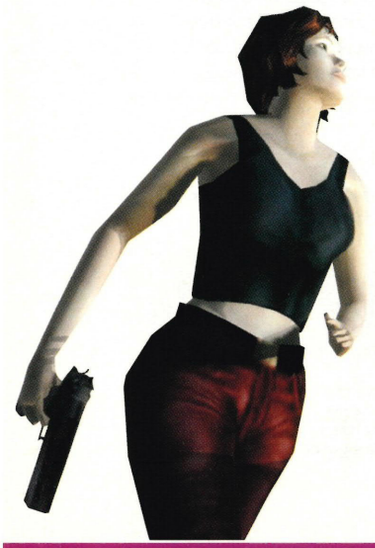
Quite clearly, we have won. Huzzah!

Tricks are, erm, similar to those found in *Tony Hawk's Pro Skater 3*.

WORDS: ANDY LOWE

ENDGAME

A light gun shooter with a female heroine and a lengthy plot? At last, an attempt to reinvent the genre.



Publisher: Empire Interactive
Developer: Cunning Developments
Players: 1
Release: December

Bugbears with light gun games. Number One: predictability. The bad guys never learn to vary their attack formations and, with a bit of practise, the game becomes little more than a turkey-shoot memory test. And Number Two: it's all over so quickly. Developers still seem to think that the gimmick of pointing a plastic gun at your TV screen is enough. No need for story, character, depth – just keep 'em blasting.

Endgame developer Cunning Developments (previously noted only for its pinball sims) has gamely tried to remix the formula with a sci-fi edge and a gender twist. Sometime in the near future, a gal named Jade is slouched on the sofa, zapping away at – yep – a light gun game, when she gets a call from her boyfriend at sinister megacorp EuroDream. See, it turns out that there's a ruthless conspiracy clean-up in progress, and, as the assassins burst into his office, Jade's beau warns her they'll be coming for her next and now might be a good time to grab the gun hidden behind the fridge. So – over and out, and we're into the first scene, as Jade is forced to spray on the mandatory jump-suit and translate her well-honed gaming dexterity into real-world blasting.

It's a snappy setup for a game which manages to back up the gunplay with plenty of edgy spy-jinks and reality-blurring, *Tron*-style trips inside the EuroDream computer systems to sniff out the root of the conspiracy. Clearly, we're talking Verhoeven rather than Kubrick, but it makes a change from the cold anonymity of *Time Crisis*, *House Of The Dead*, et al.

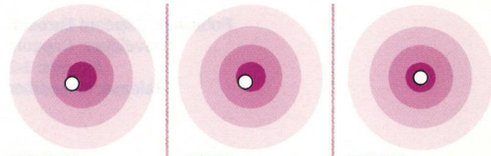
Although the bad boys still pretty much pop up to order, Cunning Developments has at least tried to vary the way Jade progresses through the story – by taking her down different branches toward alternative enemies, depending on how well the player copes with the preceding onslaught.

Counteracting the threat of gameplay sameyness is a little something called Hyper mode. Lightly borrowed from *Vib Ribbon*, it's a heightened, in-the-zone vibe accessed by good old-fashioned skill. If you shoot a certain number of enemies within a time limit, then Jade enters a trippy kind of 'angel' state, where the game speeds up by around 25 per cent, the music changes, the graphics go all spacey and a few new enemies are tipped into the mix. The aim is to hold Hyper mode (by, again, playing very, very skilfully) as long as possible for a score-enhancing fast-forward effect. Red Bull junkies who can hang on to Hyper mode for most of the game can expect a unique ending – but then not even the developer has managed this yet.

The multiple-route concept was fairly woolly in the version *OPS2* played, but if it leads to hidden levels and story branches being accessed by performing certain actions or scoring highly, then it'll put *Endgame* way ahead of its painfully linear competitors. □

ON TARGET? ENDGAME

Light gun game with a girl at the trigger and a variety in plot structure. Deadeye police marksman or water pistol-wielding toddler?



GRAPHICS
Grainier and moodier than the by-numbers manga of *Time Crisis*.

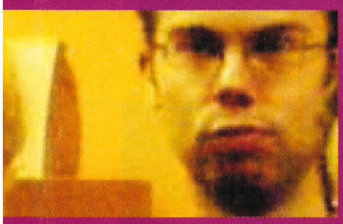
STORY
Schlocky, body-count sci-fi. And this time the girl gets the guy.

ACTION
Relentless and well-choreographed shooting scenarios.

Q&A

QUESTIONS FIRST

***OPS2* waved a light gun in the face of the *RoboCop*-worshipping Cunning Developments boss, Ade Barritt.**

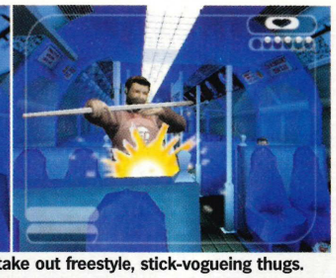


Why a light gun game?
Unlike, say, racing or fighting games, there isn't a huge amount of competition. And it's a genre which hasn't seen much innovation. So we thought we'd have a go.

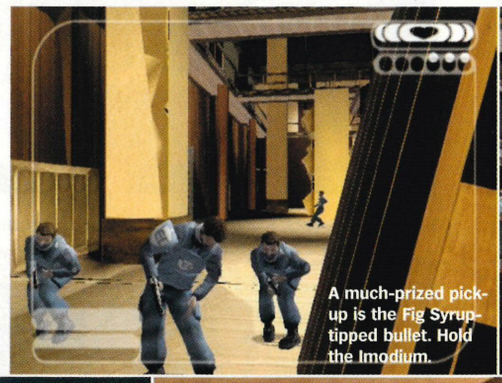
What areas did you see as ripe for innovation?
We used *Time Crisis* as a starting point – with the extra control that lets you decide when to pop out and when to reload. That's probably as far as you can go, control-wise, because the whole point of light gun games is the immediacy. So, we looked at what was good about *Time Crisis* and tried to improve on that – with more story and character and a slightly more muted, realistic look, with a grain effect that adds to the feel. Oh, and much, much better cut-scene acting. Although the whole point of *Time Crisis* was to play through it as quickly as possible, it was also incredibly short, so we've made *Endgame* a more varied, lasting challenge. The quicker you play through, the more access you have to the alternative story branches.

Did you see a need to make the action less predictable?
We did consider making the enemy attacks more random, but we decided that, because you're looking to play the game faster and faster, then there has to be an element of learning about it. But there are plenty of key moments of unpredictability. It's all down to the player's skill.

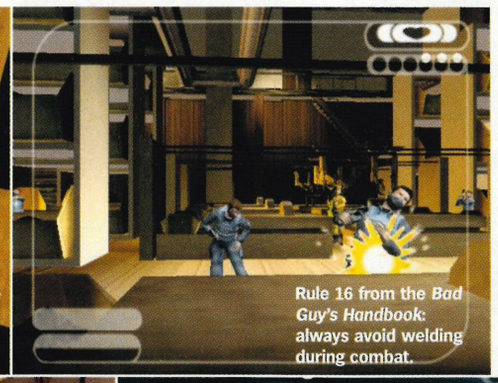
The spooks storm Jade's house.



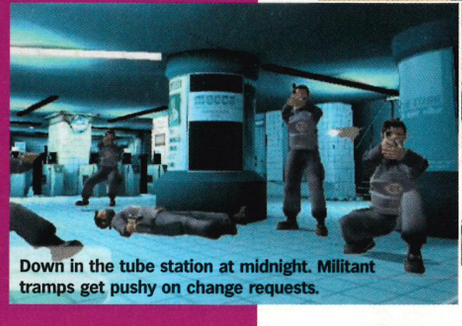
The train level. Lurk behind barriers to take out freestyle, stick-vogueing thugs.



A much-prized pick-up is the Fig Syrup-tipped bullet. Hold the Imodium.



Rule 16 from the *Bad Guy's Handbook*: always avoid welding during combat.



Down in the tube station at midnight. Militant tramps get pushy on change requests.

Jade's place. Roger trips over the lamp during a particularly dynamic dinner party.

Tube Crisis. A slick blue filter keeps the carnage palatable.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM

WORDS: DAVID McCARTHY

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM

Can there really be any place in Sony's next generation future for a 2D beat-'em-up? Apparently so.

Publisher: Capcom Eurosoft
Developer: Capcom
Players: 1-2
Release: November

Videogames have come a long way. As a PlayStation2 owner, you have the right to expect the sorts of highly detailed 3D environments and fluid combat of *Tekken Tag Tournament* or *Dead Or Alive 2*. You're allowed to take involving story lines or convincing depictions of the real world, for granted. In this world of highly evolved polygonal splendour, a 2D beat-'em-up might seem like a bit of a dinosaur, and the arrival of *Capcom Vs SNK 2* might easily be overlooked. Its sprite-based cartoon aesthetic, and redundant plot (involving a war between 'two monster corporations') somehow seem out of place on Sony's box of tricks.

Which doesn't matter a jot to the hardcore fans of the Capcom and SNK series of beat-'em-ups, who will rush out and buy this game no matter what. For these people, *Capcom Vs SNK 2: Mark Of The Millennium* will offer the most comprehensive roundup of characters, play modes and fighting styles that they have yet to see on any platform. All of the characters featured in the original *Capcom Vs SNK* (which appeared on the Dreamcast) are to be reprised, along with a few new faces, taking the total to 44 characters drawn from Capcom's *Street Fighter* and SNK's *King Of Fighter* titles, as well as a host of other seminal titles, ranging from *Final Fight* to *Fatal Fury*.

Players will be able to choose from six fighting styles, or 'grooves', each of which determine the way that combos and defensive moves are executed. On top of the main Arcade mode, that can be played through with up to three characters (which will have varying strengths, based on a 'ratio' or handicap system) the game will also feature a Survival mode and a variety of editors to customise characters and grooves.

Even for those who have no more than a passing acquaintance with the genre however, this game is likely to have something to offer. After all, the 2D beat-'em-up hasn't survived, nearly intact, since the days of the SNES without reason. Free from the constraints of depicting combat in three dimensions, the creators of the game have instead been able to devote their energies to maintaining a supremely honed sense of balance and a fantastically fluid tempo to bouts. The accessibility of a relatively simple set of moves conceals a variety of hidden depths and an absorbing and involving level of gameplay.

Thanks to the PS2's Emotion Engine, it's all running at a silky smooth frame rate, boasts super responsive controls, and the lively backdrops are every bit as entertaining and visually striking as those featured in *Tekken Tag* – particularly the Nairobi stage, which sees desert trucks career across the dunes. It's just a shame that, as is looking likely, the network support currently offered in Japan will be omitted from a PAL release. □

ON TARGET? CAPCOM VS SNK 2: MARK OF THE MILLENNIUM

Are the 2D charms of *Capcom Vs SNK 2* capable of dealing a Hadouken body blow to the 3D beat-'em-up?

COMBOS
Three thumb-blistering levels of super combos.

CHARACTERS
A total of 44 that read like a *Who's Who* of videogames.

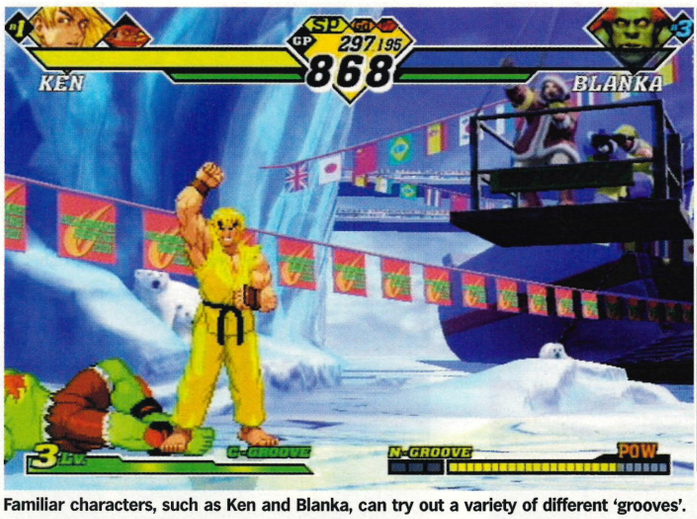
GRAPHICS
It may only be 2D, but those backdrops are beautiful.

A SEASONED FIGHTER

***Capcom Vs SNK 2* is just the latest instalment in one of the longest running series in the history of videogames...**

Ever since the arrival of the original conversion of the arcade hit *Street Fighter* on the SNES, Capcom has been churning out a seemingly unending catalogue of 2D beat-'em-ups. *Capcom Vs SNK* was, thanks to the pooled talents of two of the biggest names in 2D brawlers, one of the finest outings for the franchise. It hardly needs to be said that the PS2 sequel looks every bit as compelling, boasting sharper graphics and tighter gameplay balance.

(Clockwise from top) *Street Fighter II Turbo*, *Capcom Vs SNK*, and *Marvel Vs Capcom 2*.



Familiar characters, such as Ken and Blanka, can try out a variety of different 'grooves'.

A Colour Edit mode allows players to customise all 44 characters.

Spectacular supercombo finishes are rewarded by visual histrionics.

The action takes place all over the world, including ye olde London and windy Holland.

Thanks to startlingly high frame rates, response times are lightning quick.

Sunny Delight
Sunny Delight
Sunny Delight
Sunny Delight Makes your mouth go mental

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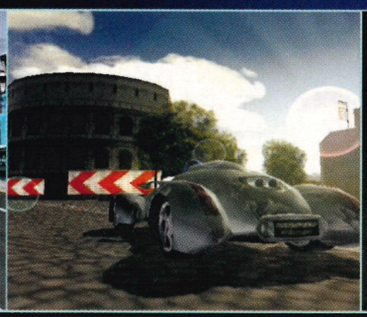

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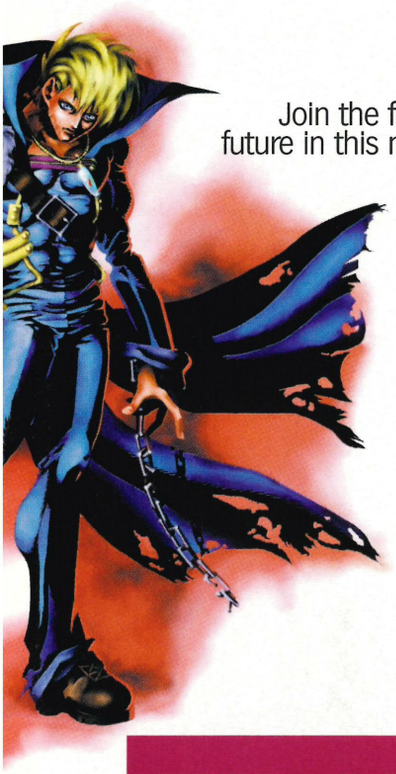
WORDS: JAMIE SEFTON

DNA



Join the fight for a GM-free future in this manga-influenced action adventure.

Publisher: Virgin
Developer: Hudsonsoft
Players: 1
Release: November

Once again genetic scientists have been meddling with forces they barely understand to produce a super-human species. It's a familiar scenario, but one that Hudsonsoft – Japanese developer of the *Bomberman* games – has mutated into a hugely playable isometric 3D blaster.

DNA, or to use its full title *Dark Native Apostle*, puts you in the genetically-modified body of a man who was part of an important bio-engineering experiment. After waking up with no memory, your character known only as 'B13' escapes from a laboratory to embark on a journey of self-discovery and why the corporation behind the experiments now wants him dead.

This third-person adventure is presented in a style reminiscent of a manga comic and takes you through seven different levels, including a sewer infested with mutated creatures and a laboratory teeming with aggressive security guards. Your character can blitz the opposition with weapons ranging from rocks to flame-throwers and bombs. *DNA* also has a great gameplay element up its sleeve, literally, in the form of nano-technology arm implants, known as 'bio-chips'. These can be found throughout the levels and when inserted into the arm in a variety of combinations they give you useful skills such as hyper speed and mine detection (see Fission Chips).

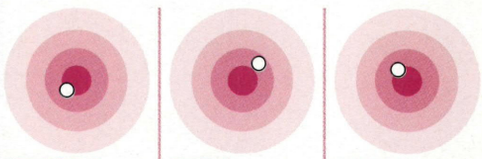
Gameplay is simple but deceptively engaging, involving: platform jumping, block moving, switching on power sources and the dispatching of various hired thugs, robots, mutant alligators and strange gelatinous blobs that stick to you and deplete your health. The isometric 3D viewpoint seems to work fine in practice, but it's definitely worth rotating the camera every now and again just to make sure you don't miss any obscured doorways or hidden wall units that may harbour hidden items and power-ups. To further aid the player, in-game maps are dotted around the levels and numerous manuals left by engineers have essential information on security systems and power generators.

Another feature that deserves a mention happens when our genetically-enhanced hero is fleeing from his laboratory prison – right at the beginning of the game. After his recapture and dumping in the sewers, B13 has an excellent 'total recall' situation when he remembers how to use his weaponry and powers. Translated, that means taking the player through a couple of tidy training missions without jumping them out of the story.

Dark Native Apostle has materialised from nowhere to deliver dark cartoony graphics, exploration, puzzle solving, bomb blasting, an involving plot and nifty robotic power-up augmentations that constantly upgrade your character's skills through the game. If developer Hudsonsoft can just tweak the control and camera systems, *DNA*'s test tube concoction of future-noir thriller crossed with *Bomberman* could be a work of gene genius. □

ON TARGET? DNA

Dark Native Apostle has the manga looks and the nano-technology, but does it have the gameplay to match?



EXPLOSIONS
It's a riot out there! Plenty of bangs for your buck.

PUZZLES
Challenging levels with twisty mind-bending brainteasers.

GRAPHICS
Cool, cel-shaded fare with a dark twist of manga.

FISSION CHIPS

The Six Million Dollar Man has nothing on *DNA*'s B13.

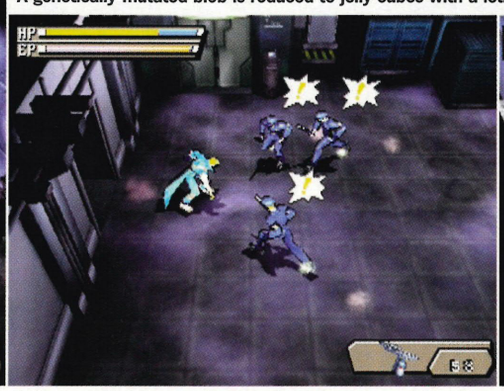
DNA takes a leaf out of Warren Spector's *Deus Ex* nano-technology book by having a main character that can be 'upgraded' using special implants. The bio-chips are hidden within the game and each has a unique ability such as 'power' or 'range'. Using a handy manual that you add pages to as you progress, place the chips in a particular order in B13's arm to produce power-ups. For example, in the first sewer level there are powerful fans that just blow your character off the ledge until you use the chips to program a 'Dash' move that enables you to sprint past the offending wind machines with ease.

A genetically-mutated blob is reduced to jelly cubes with a lethal bomb attack.

B13 offers clues to solving *DNA*'s many puzzles as you progress.

DNA's manga heritage is apparent with the speech bubbles. Your hero is keen to speak his mind, too.

And here's what happens when you flush crocs down the lavvy...



Police brutality! Corporation heavies swarm around Mr B13.

Nasty sewer monster feels the burn of the flamethrower...

That thing missing from your life? It's here.

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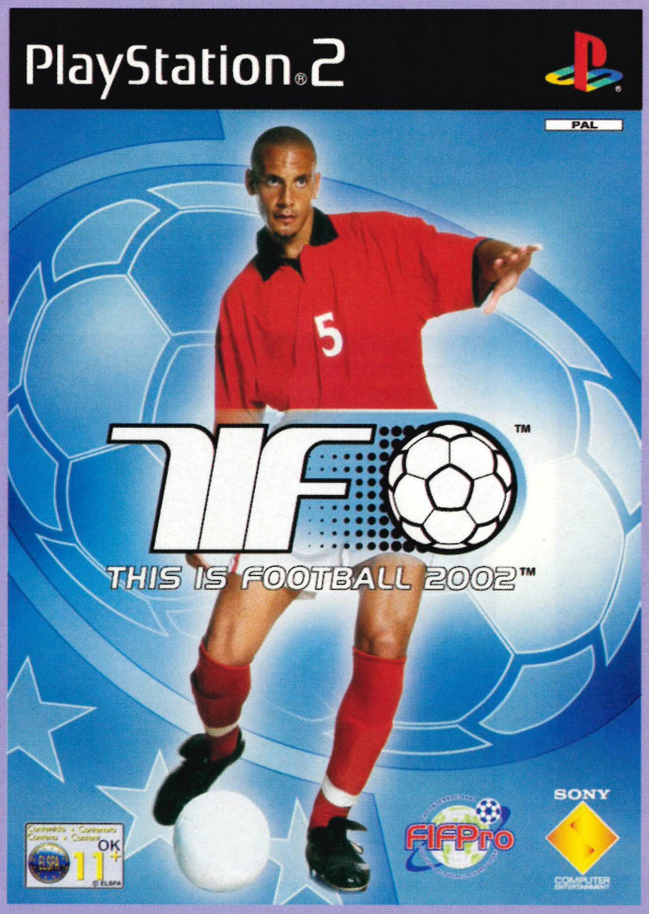

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SPY

EDITED BY JAMIE SEFTON

headliners

Namco's *Soul Calibur 2* hits PS2 → p45
Medieval jesting in *Knights* → p47
Truckin' 'ell! First *18 Wheeler* shots → p48
Exclusive! *Colin McRae Rally* info → p52
PS2 voice recognition report → p54
Sega's *Tennis 2K2* confirmed! → p60
Nazi business in *Medal Of Honor* → p62

Slow-mo slugs pound the enemy.

Max lays back and enjoys a leisurely bout of double-barrelled mayhem.

TASTE THE PAYNE

OPS2 talks exclusively to Rockstar about the gun-toting genius of *Max Payne*.

PC GAMERS ARE ALREADY branding *Max Payne* the "Game of the Year", with its ultra-cool presentation, mind-blowing gunplay and photo-realistic graphics – the fantastic news is that the game is heading to PlayStation 2 this November. Speaking exclusively to *OPS2*, we grabbed the lapels of Adam Davidson, the Rockstar Producer in charge of bringing the Remedy/3D Realms to PS2 and shook the very latest details of this potentially huge title out of him.

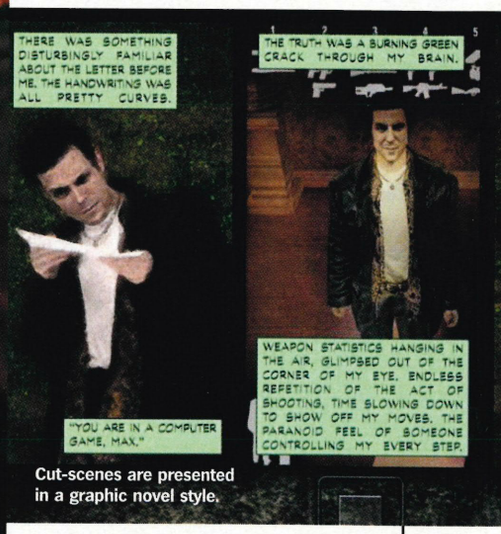
"I don't think console gamers have ever seen a game this cinematic – it's like being in a John Woo movie," says Davidson. "Many console gamers don't play PC titles, so now they can get their hands on *Max Payne*. The game is perfectly suited to a console, bringing all the action and gameplay that PS2 owners hunger for."

Max Payne is an third-person action adventure starring a New York cop seeking revenge for the murder of his parents. Max is pursued by a seedy Mafia crime syndicate and the NYPD, after he is cruelly framed for the killing of a police chief. "Rockstar traditionally makes games for an older audience and *Max Payne* is a dark, intense title that is not for the younger gamer," continues Davidson.

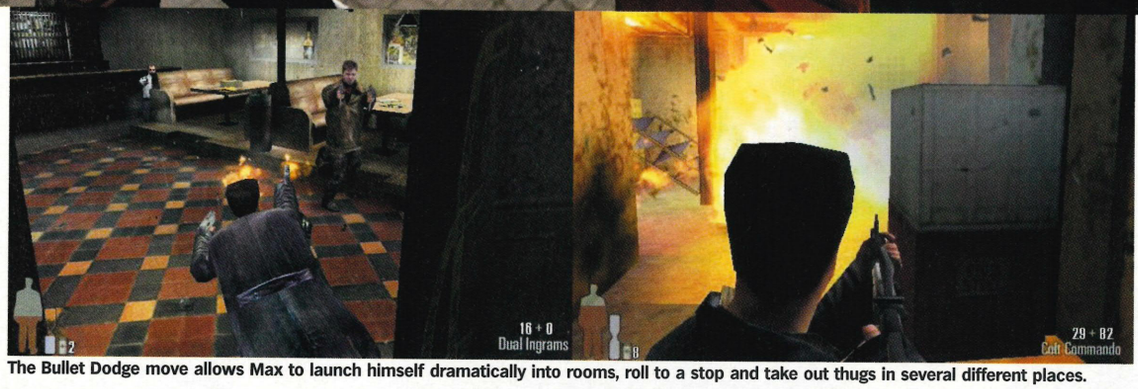
This is proven by the fact that Max's backup weapon when out of ammo is a brutal, bloodstained baseball bat that you can use to batter people – just like that end scene in *Casino*. "Max is just a really cool character – the guy even has his own movie coming out," enthuses Davidson. The Rockstar team has spent the last 12 months ensuring that the PS2 version plays like a console game,

Max Payne: The NYPD cop framed for murder embarks on a *Death Wish*-style crusade.

This ain't no game for kids, that's for sure.



Cut-scenes are presented in a graphic novel style.



The Bullet Dodge move allows Max to launch himself dramatically into rooms, roll to a stop and take out thugs in several different places.

rather than being a lazy PC conversion with impractical controls. "The control is really natural. We've painstakingly tuned and modified *Max Payne* to work with the Dual Shock 2, especially since there will be no mouse/keyboard support," adds Davidson. The team has enhanced and improved upon the targeting and combat system so that gameplay is far more accessible, as well as restructuring certain levels to suit the PS2 rather than the 'save anywhere' structure that features in many PC titles.

Of course, the most talked-about feature of *Max Payne* is the adventurous Bullet Time mode that directly alludes to that extremely 'in vogue' cinematic style of showing action sequences in ultra slow-motion. The effect, which is triggered by a single button press on Dual Shock 2, slows time down briefly, allowing you to get an edge over Max's thuggish opponents, by giving him more time to aim his weapon accurately (see Bullet Time).

But behind the full-on, explosive action is a game that immerses players in the seedy world of a desperate cop on the run. Max has numerous adventure-style clues scattered through the various levels, such as computers, diaries and photos, that are alerted to the player by a transparent exclamation mark above Max's head. Also, the game has atmospheric cut-scenes presented in the manner of a graphic novel, with a voiceover reminiscent of the film noir detective movies of 1930s/1940s Hollywood.

//Of course, the most talked-about feature of *Max Payne* is the adventurous slow-motion Bullet Time mode//

Max Payne is brimming with memorable set pieces including the fleeing of a burning restaurant and the search for leads in a hostile slum block of tenements crawling with hyped-up junkies and drug dealers. However, Davidson has his own favourite scene, "Being a long time fan of action and detective films, I'll have to go with the shoot out in a parking garage. I don't want to give too much away in terms of the story, what leads you there, or what the user will experience there, but Max is once again in a classic gun battle situation. Ever since the film *The Package*, I've always had a soft spot for a multi-level car park showdown..." ☐ **JS**

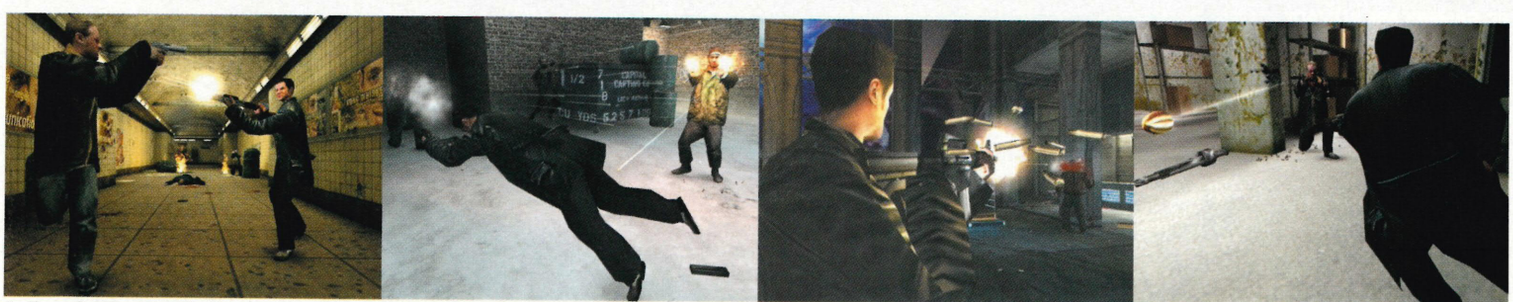
**Bullet Time means a slow death for any enemies.*

BULLET TIME

***Max Payne* borrows *that* effect from *The Matrix* and *The Killer* and...**

The much discussed Bullet Time is, "One part eye-candy, one part gameplay device, one part homage to Chow Yun Fat," according to Davidson. In the corner of the *Max Payne* HUD is a tiny hourglass that shows players how much Bullet Time they have available. Accessed by a single button press, Bullet Time mode sends everything into super slow-motion, with Max's audible heartbeat reduced to a series of deep thuds and shotgun bullets shown skimming through the air leaving a visible smoky trail. During this mode, you can still aim quickly, but your gun's shooting and reloading is slowed to the same pace as any approaching enemies. Bullet Time can be topped up by killing enemies, but Max can also call upon Bullet Dodge, basically a clever little jump move that slows time a little without depleting the hourglass.

**We'll bring you more on* Max Payne *next month.*



As these four world exclusive shots show, Max Payne's photo-realistic adventures take him from dingy subways to drug factories and docks teeming with heinous hoodlums.

"WE WANT THE GAME TO BE LIKE PLAYING YOUR FAVOURITE COMEDY – *VIC & BOB, PYTHON...*"

KNIGHTS, PG 047

***Soul Calibur 2*: Welcome back to the stage of history.**

SPY

The original *Soul Calibur* was superb so anticipation is high.

THE SOUL THAT STILL BURNS...

Namco's *Soul Calibur 2* and the new *Ridge Racer* are coming to PlayStation 2.

AFTER WHAT HAS seemed like an interminable amount of time in limbo, Namco has finally bitten the bullet and confirmed that the new *Soul Calibur* and *Ridge Racer* titles will make an appearance on Sony's next-gen console. The excellent beat-'em-up and arcade racer franchises will have features unique to PS2 which, although unconfirmed at the time of going to press should at least guarantee new characters, clothing or weapons for *Soul Calibur* and special vehicles and tracks in *Ridge Racer*.

Most PS2 gamers will be familiar with Namco's *Ridge Racer V* (*OPS2*#07, 7/10) however the sword-slashing *Soul Calibur* was previously only available on Dreamcast but two years on, still retains its sharp looks and playability. Currently 30 percent complete, *Soul Calibur 2* promises the same balanced combat of the original with better animation, new characters and more devastating moves.

Both sequels have been pencilled in for release in late 2002, although more details should become clear at the Tokyo Games Show. *OPS2* will be talking to Namco about all its forthcoming PS2 titles at the Japanese event, including *Moto GP 2*, *Smash Court Pro* and *Tekken 4*.

In other Namco-related news, contrary to Internet reports, the US-developed Namco Hometek third-person action game *Dead To Rights* will also be beating a path to PS2 late next year. ☐ **JS**

**More Namco news from Tokyo Game Show next issue.*

BLUE LINES

The DVD release of the *Tomb Raider* movie has a heap of extras including Director's commentary, deleted scenes, the U2 music video of *Elevation* and a three-level PC demo of the Core Design action game ›› Along with Spider-Man and the X-Men, Activision has now nabbed the videogame rights to Marvel Comics' Fantastic Four and Iron Man, with an eye to the films currently in pre-production ›› Square's Disney RPG *Kingdom Hearts* is due to feature young versions of the *Final Fantasy X* characters, Wakka and Tidus

FIRST AMONGST SEQUELS

What's next from Mr *Gran Turismo*? More of the same believes *OPS2*.

RUMOURS ARE COMING THROUGH from Japan that the creator of *Gran Turismo*, Kazunori Yamauchi is hard at work on another PS2 title for a release next year. Given that global sales of *Gran Turismo 3: A-spec* are currently at 5 million and rising, you'd imagine that Kazunori-san would be busy counting his Yen. No fear. He has been promoting the *GT3*'s launch with personal appearances throughout Europe, during his press visit to London he dropped in at SCEE's Studio Cambridge, currently hard at work crafting the promising fantasy/adventure *Primal*.

So what's he up to? *OPS2* has had a few off-the-record chats and come up with a few ideas. Here's the runners and riders (and betting odds):

PS2 VERSIONS OF OLD GAMES

■ Back in 2000, Kazunori told *OPS2* he would "convert *Motor Toon* and *Omega Boost* for the PS2," and include these as 'bonus games' in the then-titled *GT2000*. These never appeared *GT3* and are presumably on a back burner somewhere.
■ **Odds: 200/1** Unlikely. As Kazunori said himself, "I don't think they'd sell on their own..."

GRAN TURISMO: FORMULA ONE

■ Kazunori's Formula One fantasy cars "were added two weeks before the master submission" and are the result of his being a F1 fan. Could he ever do the real thing and create the greatest F1 game? Probably not, given Studio Liverpool have an expensive game engine ready for the next few years but he's given it thought. "I'd very much like to make an F1 title in the future. Who knows what will happen. We never say never. If we were to do an official game, we would like to first include the license from the FIA. But, for *GT3*, it's just a goodie"
■ **Odds: 100/1** Only in our dreams.

GRAN TURISMO 4

■ "I hope to work on *GT4* but that will probably be another two or three years in development." Of course, there's no way Kazunori's Polyphony Digital studios could magic up a completely new *GT* game but when it does come, *OPS2* predicts it could come with a track editor ("Perhaps in the future, this may become possible," says Kaz), real-time weather à la *GT3*'s Tokyo track, Hard Disc Drive compatibility ("Players may be able to download the car of their preference.") and possibly that holy grail of *GT* nuts – car damage. "The problem is that we need all manufacturers' permissions to do this."
■ **Odds: 66/1** This one's a few years off yet.

GRAN TURISMO NETWORK

■ When we first asked Kazunori about the online possibilities of *GT*, he replied, "I'm ready to do that." At last may's E3 videogame show, he talked about *Gran Turismo Network* (*GTN*). "There are many things that you can do with network resources. I'd like to stress that I don't want it to end up as a head-to-head racing game over the Net. I'd like to look into ways of broadening the gameplay experience. I need maybe a year to examine what I can do. It's not a matter of simple technology; there's more to it than that."
■ **Odds: 50/1** It's too soon for a revamped *GT* but if Sony want to make the Network Adaptor a must-have item, they need a must-have game to push it. *Final Fantasy XI* is one, and this is the other.

ANYTHING BUT GRAN TURISMO

■ Kazunori has often mused on a completely different project – "We have mock-ups, but we are not sure when we can start creating a new title. I don't know whether this will be an RPG, an adventure game or another racing game." Racing games are where Kazunori is at, but imagine if Polyphony applied its skills to other genres. Just what was Kazunori doing visiting a SCEE studio currently making a fantasy adventure?
■ **Odds: 20/1** Curiouser and curiouser...

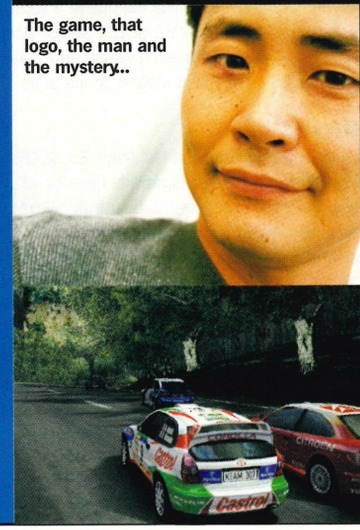
GRAN TURISMO 3: B-SPEC

■ Now this is where *OPS2* puts its money where its mouth is. Way back in *OPS2* #06, we talked about *GT3: B-spec* after receiving a logo (see right) erroneously supplied on an art disc from SCEE. A strict "no comment" followed our enquiries but we have a theory. Creating a brand-new game with brand-new online capabilities would be impossible for Polyphony to make for 2002 and would harm the sales of a game that's guaranteed to still be shifting copies this time next year.

So what if Kazunori were to create an add-on disc for *GT3*, that featured new cars and tracks that could be loaded 'into' the existing game? It would be easy to do, it wouldn't harm sales of *GT3* (it could even boost them), it could be offered at a cut-price, it would be a guaranteed number one and it would give *GT3* the amount of cars it should've had. Could it happen? We believe so. In Japan B-spec doesn't mean a bunch of inferior cars, it means different cars...
■ **Odds: 10/1** It's still only speculation but we reckon this is definitely on the cards for 2002.

The final word lies with Kazunori. "Starting from our last title *GT2* through to the current *GT3*, we've been 'creating' continuously for four years. I think we need a little break..." We're sure he does, but if *OPS2* had a tenner, it would be on *Gran Turismo 3: B-spec* being in the shops next year. ☐ **MG**

**More (hopefully) in next month's TGS report.*



The game, that logo, the man and the mystery...

"YOU DON'T REALISE HOW DIFFICULT IT IS REVERSING A HUGE TRUCK. IT'S MANIC!"

18 WHEELER, PG 048

OVER THE TOP

What if WWI never ended? Find out in war sim *IronStorm*.

A NEW ACTION/STEALTH war game from developer 4X Studio is about to re-write the history books. *IronStorm* is a first- and third-person shooter set in 1964 against the violent backdrop of a first World War that has lasted 50 blood-soaked years.

"I've never seen a shooter which uses alternate history," says Edouard Lussan, Producer at publisher Wanadoo.

//"Realism was our main concern," Edouard Lussan, Producer, Wanadoo//

"It'll be up to the player to understand what happened since 1914, why the war lasted so long, who is now fighting against who and what their objectives are," he continues.

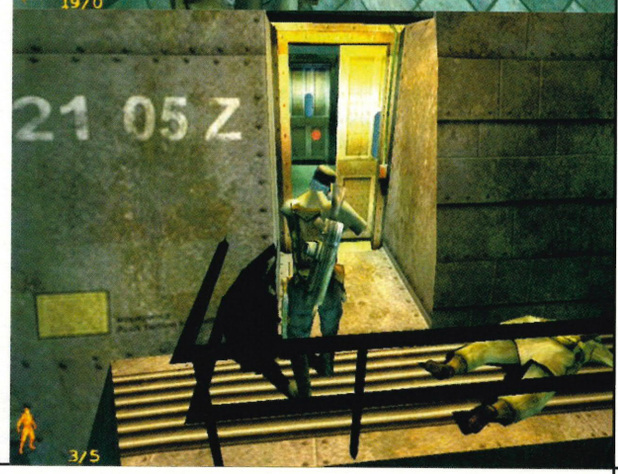
According to Lussan, the plot involves a sinister military-industrial consortium that is prolonging the conflict for profit, leaving a small group of men and women the task of destroying the company's power and restoring world peace.

Missions take place over six levels through a desperate war-torn Germany, with players able to switch between a third- and first-person view to take on various fictional enemies including Siberians, Russo-Mongol allies and cadets trained by the main baddie and Uber-lord of all that is evil in the world, Baron Ungern. Gamers will also have to battle against sniper fire, tanks, helicopters, gas, bombardments and mine dogs that are trained to attack anyone within range. Fortunately, a mixture of ancient and modern 20th Century weaponry is available to unleash on foes including a Heckler & Koch MP-6 'Wotan' assault pistol, magnetic mines, mounted machine guns and a Russian-made Simonov K-S 12 sniper rifle. Lovely.

Graphics will be to the fore, with suitable lighting effects, realistic animation and lip-synching plus a split-screen multiplayer option on the way, but the team is particularly proud at the moment of the atmospheric sound effects. "We have dozens of different sounds just for the bullet impacts in the different materials such as wood or iron for example," adds Lussan. "Realism was our main concern." ☐ **JS**

**IronStorm is due for a spring 2002 release through Wanadoo.*

"Uh, oh, no toilet. So do I use the sink or the bath?"



BLUE LINES

According to Take 2, *Duke Nukem Forever*, the long-anticipated next instalment in the Arnie-style first-person shooter series is still on course for a 2002 release on PS2 ›› If you're still reading this magazine without a PlayStation 2, you can grab yourself a cut-price console from simplygames.com. The online retailer is flogging PS2s at £249.99 – £30 cheaper than the retail price ›› A new inline skating game *SK8* is to be released by Rage next year featuring the "big" in-line names Cesar Mora and Fabiola da Silva. Umm, no, us neither

TRIALS AND AREAS

Phil Harrison reveals the PS2 to go online in Europe "this year".

DETAILS ARE BEGINNING to emerge about SCEE's plans for PlayStation 2's online roll-out. At a recent press event attended by *OPS2*, SCEE's Senior Vice-President of R&D Phil Harrison revealed new details about broadband, HDD and mobile phone trials.

☐ TELEWEST TRIALS

First unveiled by Harrison at last May's E3, SCEE's relationship with Telewest to provide broadband access for PS2 is now about to bear fruit. "We're working with Telewest right now on trials which will happen this year," revealed Harrison. "There's an office-based trial happening right now, and we have two 'live' trials going out in November and December followed by further trials in Europe." The exact nature of these trials is unknown but it was hinted a gaming experience would be part of it. It was not revealed when trials will turn into full-blown PS2 Web access.

☐ HARD DISC DRIVE

While not essential for connection to the Web, Harrison also touched on this PS2 storage device. Despite already being available for pre-order in Japan, the exact nature of the final UK version of the Hard Disc Drive is not confirmed. According to Harrison, "It's tough to predict how big the Hard Disc Drive will be. It will definitely have a 40Gb capacity at first but that could grow over time. It will be available to the general UK public next year, although orders are being taken now for Japanese release this year. In this country, I could see the Hard Disc Drive being part of a subscriptions package." A release date was not confirmed but *OPS2* predicts the peripheral will be offered when *Final Fantasy X* arrives next summer.

☐ MOBILE PHONES

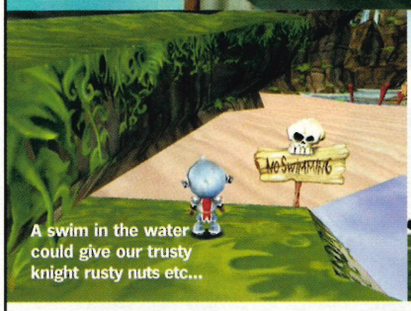
With regards to mobile phones, Harrison revealed that SCEE's non-exclusive relationship with Vodafone is expanding to cover the next wave of mobile phones. According to Harrison, SCEE are, "Working with Vodafone on a PS2-friendly set of minimum specifications for use in the next generation of handsets. This is with a goal of allowing a very simple connection between your phone and your PS2, via the USB port." This is similar to the PSone/DoCoMo connection to be launched in Japan.

For UK gamers, it appears that SCEE's relationship with Telewest will provide the first access to actual online gaming via the Internet. Online watchers should also consider Sony's relationship with Sega as an indication of how online PS2 gaming could develop. Speaking to Reuters this September, Sega's Chief Operating Officer Tetsu Kayama said, "We are talking closely with Sony on a strategy to boost the number of online users among PlayStation 2 holders. We can't say where we stand right now... it's secret." ☐ **MG**

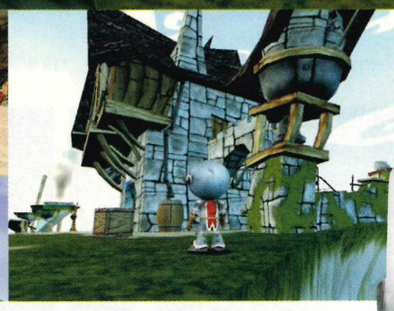
**See www.uk.playstation.com and www.telewest.co.uk for more info.*

Phil Harrison: the man behind SCEE's PS2 online revolution.

Knights features twisted British humour inspired by the Pythons.



A swim in the water could give our trusty knight rusty nuts etc...



JEST JOUSTING

Join a comedy quest for the Holy Grail in the medieval romp *Knights*.

LOCK UP YOUR PRINCESSES – a new hero is about to conquer dragons and rescue damsels in distress in the gag-happy PS2 adventure *Knights*. Developer Lost Boys is delivering a good-looking 3D platformer with comedy characters and fiendish puzzles. *Knights* stars Iron Nick, a noble but rather useless man of courage, who learns of a tournament organised by the King of Whyrule to find the bravest in the land. The one who rids the world of the evil orc invaders earns the right to be the King's successor and marry the lovely Princess Layla.

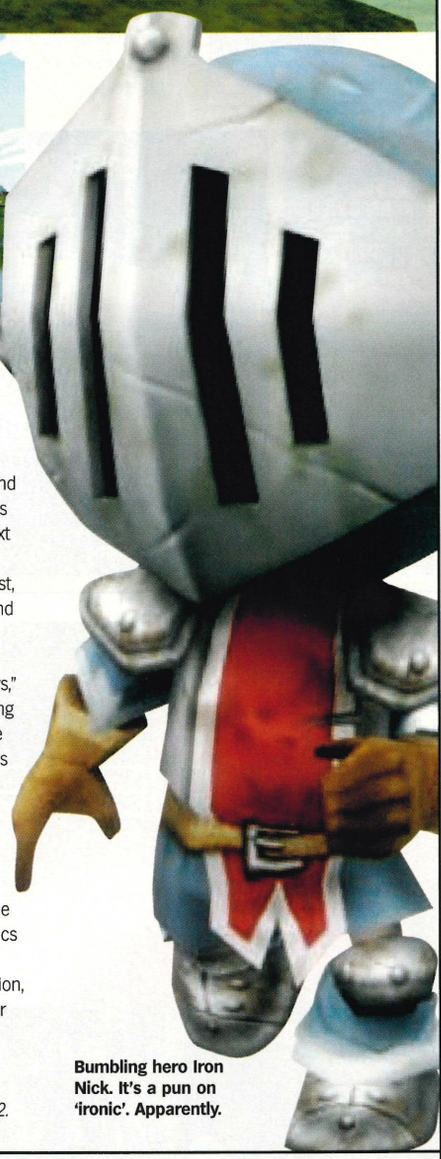
"We want the game to be like playing your favourite comedy," says Producer David Lazarus. "The underlying humour is Vic & Bob/*Monty Python* – it's funny and slightly surreal but with tons of popular culture parodies. As you progress, you realise that Nick is directly responsible for 90 percent of things that go wrong, but he overcomes his lack of ability and succeeds Inspector Clouseau-style." Lost Boys wants to build a world for players, without text menus and other elements that traditionally jump you out of the action. To begin the quest, you simply open the front door of Nick's island home and leave.

"We're creating real-world physics that mean players can solve puzzles in many ways," adds Lazarus. "For example, instead of duelling with orcs, Nick could cut ropes holding some weights above and crush them." Iron Nick has access to a collection of swords, as well as medieval-style takes on modern weapons – including sniper rifles – and some magic attacks. Retro-themed mini-games such as driving vehicles are used to introduce new skills and should bring a wry smile to the face of those gamers brought up on arcade classics such as *Frogger* and *Pac-Man*.

Knights is still a year away from completion, but this tongue-in-cheek Arthurian platformer could be a fairytale start for the ambitious Netherlands-based developer. ☐ **JS**

//"We want the game to be like playing your favourite comedy," David Lazarus//

*Knights *will be released in September 2002.



Bumbling hero Iron Nick. It's a pun on 'ironic'. Apparently.

UPDATE

Bringing you up to date with the biggest PS2 games.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Publisher: **SCEE**
Last seen: ***OPS2* #12**
Latest release date: **November**

Having played *Ecco* at SCEE's recent showcase, *OPS2* can confirm that the reported improvements on the Dreamcast version are all in and looking good. More Sega next issue.

JET SKI RIDERS

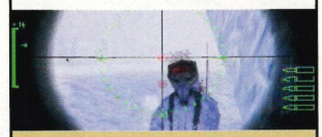
Publisher: **Eidos**
Last seen: ***OPS2* #10**
Latest release date: **December**

Not too much to report except a name change from '*Wave Riders*'. The latest batch of screens from Eidos shows that *Splashdown* has a scrap on its hands for the Most Realistic Water Effects crown.

THE THING

Publisher: **Vivendi Universal**
Last seen: ***OPS2* #11**
Latest release date: **Late 2002**

Developer Computer Artworks has released all-new footage and screenshots on this third-person team-based action game. Dingy lighting and truly disgusting alien monsters are once more to the fore.



SOLDIER OF FORTUNE: GOLD EDITION

Publisher: **Eon Digital**
Last seen: ***OPS2* #4**
Latest release date: **November**

It's confirmed! The first-person shooter will be blasting into the UK this November. Expect all the levels and weapons of the PC 'Gold Edition', plus four-player thrills.

BLUE LINES

Sunny Garcia's Surfing **from Ubi Soft is an arcade-style surf sim where you can pull off over seventy stunts and tricks with some of the world's best surfers. It's out in November ›› Cowabunga! Again! The Teenage Mutant Ninja Turtles are making a comeback with a new CGI movie from Mirage Studios and a PlayStation 2 game, to be unleashed into a sewer near you in 2003 ›› Activision's *Street Hoops* is yet another b-ball title for PS2. However, as well as the usual modes, players can bet cash on who'll be best around the rim**

SPY

"A VIRTUAL DAVID BECKHAM WILL CALL YOU TO SAY YOU'VE DROPPED TWO PLACES IN *FIFA*"

VOICE RECOGNITION, PG 054

//"It's absolutely manic" Harvey Elliott, Head of UK Studios, Acclaim//

KING OF THE ROAD

Sega's mother-trucker of an arcade game *18 Wheeler* drives onto PS2.

FORGET THE DOUR British experience of lorry driving, with our tiny trucks, miniscule motorways and delightful greasy caffs – *18 Wheeler* is the real deal. This Yank-based arcade-style trucking sim is the next Sega game to be converted for PS2, putting the player behind the wheel of a heavy-duty lorry delivering cargo to four cities around the USA against the clock. "This is exactly the same game as the Dreamcast version. It's a complete port with a fast frame rate, special lighting effects and tons of mini-games," says Harvey Elliott, Head of UK Studios at Acclaim Cheltenham, the team that also converted *Crazy Taxi* to PS2.

Four different 'characters' of vehicle can be selected, including the smooth shiny steel of the Highway Cat and the funky-coloured designer stylings of the Stream Line. However, hampering your deliveries to New York, Las Vegas, the Florida Keys and San Francisco, is the self-titled King Of The Truckers, a fierce rival who will do everything in his power along the same route to stop you completing your mission and collecting the cash. Lizard Tail will weave in and out of cars, cause pile-ups, cut you up and swerve into you like the unknown trucker in Steven Spielberg's film *Duel*. Players also have to contend with dangerous twisters, last-minute diversions, narrow mountain roads and toll booths – all deadly obstacles for a 50-foot monster truck that corners like Geoff Capes in a JCB.

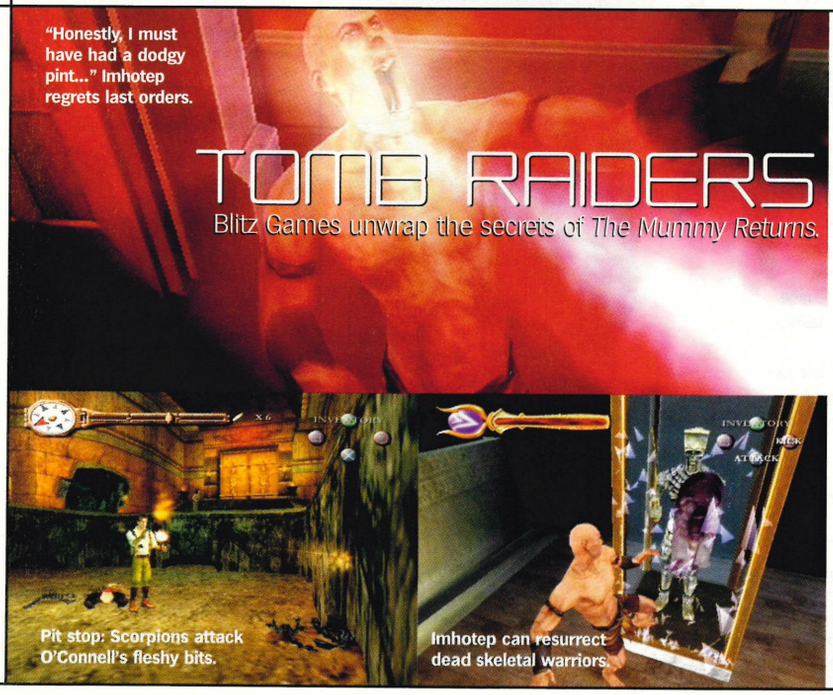
18 Wheeler has plenty for convoy fans along with the main Story mode, including a competitive two-player face-off and the, um, exciting Parking Challenges. "These are actually incredibly enjoyable and my favourite bit in the game," continues Elliott. "You don't realise how difficult it is reversing a huge truck, as you naturally steer the wrong way. It's absolutely manic." ☐ **JS**

*18 Wheeler *is released in November through Acclaim.*

Lizard Tail's on your tail as a twister threatens.

Nope – no time to stop at Denny's for a pasty.

Parking challenges are "manic" apparently.



Pit stop: Scorpions attack O'Connell's fleshy bits.

Imhotep can resurrect dead skeletal warriors.

A GAME BASED on the blockbuster movie sequel *The Mummy Returns* is being developed for PS2 by Blitz Games (*Chicken Run* on PSone). The third-person title follows the plot of the film and is set in 1935, ten years after the original, when a group of treasure-seeking archaeologists find the remains of Imhotep and bring him to London.

Ingeniously, *The Mummy Returns* allows players to control either the hero Rick O'Connell or the evil bandage-wearer himself, Imhotep, with two separate but intertwining story lines over 12 huge levels – some exclusive to each character. Rick O'Connell has access to a catalogue of weaponry such as guns and dynamite that he can use to devastating effect through the adventure including the warrior-infested catacombs of ancient Hamunaptra. Imhotep, however, has magical powers that can literally suck the life out of opponents or resurrect undead soldiers to fight his battles, beginning his trail of terror in the artefact-stuffed British Museum. Each character has accompanying computer-controlled sidekicks that help out by attacking enemies in the vicinity of the player – Rick has the Medjai Warrior Ardeth Bey as bodyguard, while Imhotep calls upon Meela for undead assistance.

Blitz has endeavoured to bring the movie to life on PS2, with detailed locations and dynamic lighting, like Rick's flickering handheld torches. *The Mummy Returns* is crawling with devious enemies to vanquish both the good and evil player characters including jungle pygmy warriors, museum guards and the spectacular Scorpion King himself, played by WWF guru The Rock. Early signs suggest that *The Mummy Returns* could be an impressive third-person action adventure – let's hope so, or it might be another nail in the sarcophagus for movie-based videogames. ☐ **JS**

*The Mummy Returns *is out this November through Vivendi Universal.*

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Discover the amazing techniques used to create two memorable sequences.

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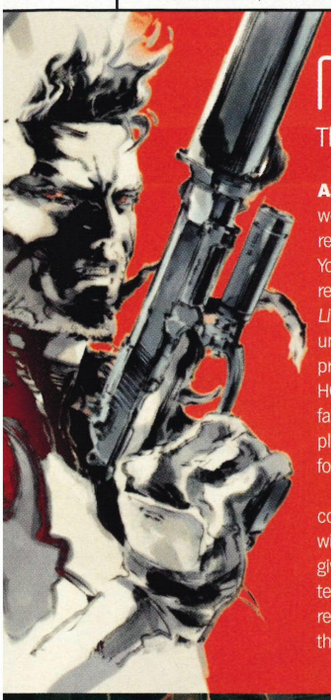
"WE'RE WORKING HARD TO REWRITE THE TEXTBOOK FOR PS2 RALLY GAMES..."

COLIN MCRAE, PG 052



MGS2 UPDATE

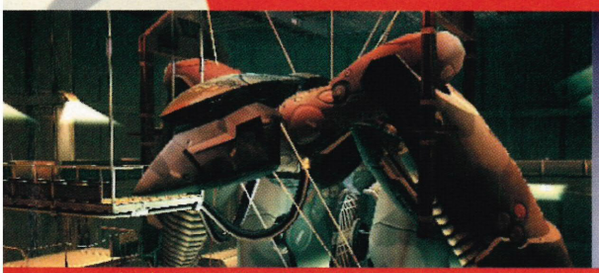
The latest information on the stealth-'em-up epic.

AS *OPS2* WENT TO PRESS, reports were suggesting that because of the recent terrible and tragic events in New York and Washington, the 13 November release of *Metal Gear Solid 2: Sons Of Liberty* in the USA could be understandably delayed. However, a press release from Konami's American HQ has stated that the game will in fact still be released in the USA as planned, with a Japanese release to follow on 29 November.

"Initially *Metal Gear Solid 2* contained the scene of New York City with World Trade Centre buildings, but giving consideration to the tragic terrorism, the scene was deleted," reads the Konami statement. "As the theme of the title is the pursuit of peace, the original scenario is not altered. It will also be released in Japan as scheduled."

OPS2 is keen to stress that the appalling events in America obviously makes any videogames news of this kind pale into insignificance, but readers' emails and letters have suggested we clarify the situation regarding *MGS2*. As *OPS2* goes to press, release date and in-game changes are also being reported for other PS2 titles which could contain potentially insensitive material, including *Dropship, Twisted Metal: Black, Grand Theft Auto 3* and *Smuggler's Run 2*. ☐ **JS**

**MGS2 is out in the UK in Feb 2002.*

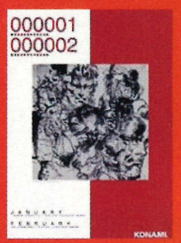


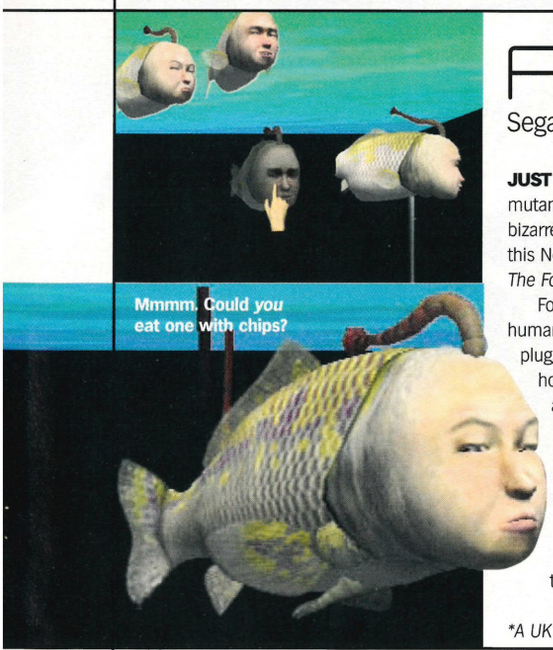
(Left) *MGS2* will be released in the US this November. (Right) The limited edition Japanese release.

KOJIMA'S RARE GEM

Make a date for the collector's *MGS2* box.

Kojima himself has prepared a special limited-edition Japan-only version of *MGS2* that comes complete with a CD-ROM of exclusive movies and a signed card. Also out in October through Konami's Japanese Internet shopping site – www.konamistyle.com – for ¥2000 (£11.60) is a rather smart *Metal Gear Solid 2* calendar – handy for counting down the days until the game's release.





FISHY BUSINESS

Sega's grumpy half-man half-fish *Seaman* swims onto PS2.

JUST WHEN YOU THOUGHT it was safe to go back in the water, the disturbing fishy mutant *Seaman* swims onto PlayStation 2. Developed by ASCII and Vivarium, Sega's bizarre, nay disturbing, lifeform simulator has now been confirmed for release in Japan this November with the full title of (deep breath) *Crazy Pet Doctor's Experimental Island: The Forbidden Seaman.*

For anyone unfamiliar with the Dreamcast incarnation, Seaman is a fish with a human face that you interact with via a voice-recognition system (see page 54). After plugging the microphone peripheral provided into your PS2, gamers can ask questions, hold conversations and generally receive verbal abuse from the manfish-with-attitude. The idea is to evolve the freaky pondlife in a virtual aquarium from birth as a tadpole through to a frog by adjusting his environment and talking, so he can eventually leave the tank and find true love in the outside world. Weird? Oh yes. Compelling? Most definitely. Once you name your fishy friend and begin having lifelike chitchats, you really start to become strangely hooked on the virtual pet you have to nurture at least twice a day. *Seaman* will have limited appeal to the majority of PS2 gamers, but Sega's manfish is a staggering technological achievement and could be a creepy cult title in the making. ☐ **JS**

**A UK publisher is yet to be confirmed – the campaign to free Seaman starts here.*

GOOD & EVIL

Our new Heaven and Hell-styled 'ometer

PS2 HEAVEN

The wonder of playing God in *SmackDown!* to create a perfect wrestling freak and have the gubbins beaten out of them. Go Nimrod!

OPS2's biggest ever playable game-packed DVD – and it's just the beginning. Wait and see what we've got in store for the next few months...

Sega's mesmerising *Rez* has been bathing our senses with a rainbow of visuals and a pumping techno soundtrack. Rave on!

England 5 Germany 1. Can anyone guess who we've been playing as in *Pro Evolution Soccer* this month?

Sam's obsession with *PaRappa The Rapper 2* reaching the point where he believes the character of Guru Ant is actually a cartoon incarnation of Gil Scott-Heron (but insecty).

Virgin's 'controversial' *Freak Out* ads featuring a buxom cartoon lady having her breast tweaked by the game's demonic scarf. Classy. Veeery classy.

The recent premier European videogame trade show ECTS turning into a showcase for dodgy third-party joysticks and Hungarian PC games featuring porn goblins.

Star Wars Episode I on DVD. Do we really want to see multi-angled replays of Darth Brat and Jar Jar spewing intergalactic Midi-chlorian mumbo jumbo?

PS2 HELL

ILLUSTRATION: MR JAGO

BLUELINES

Shining Lore **is a cartoon RPG from Phantagram coming to PS2 from PC next year ›› Ubi Soft and Sony Online Entertainment have announced that the world's largest multiplayer online PC game** ***EverQuest*** **will be fully playable in Europe this winter. With obvious links to PS2, it may be with us soon ›› Britney Spears has signed a deal with THQ to make PS2 games. Rumours of a *Hit Me Baby, One More Time* beat-'em-up have been greatly exaggerated ›› Do Capcom have another PS2 light gun game in the pipeline?**

SPY

SHIFTING UP A GEAR

OPS2 gets behind the wheel of Codemasters' all-new *Colin McRae Rally.*

CODEMASTERS HAS TALKED exclusively to *OPS2* about its forthcoming next-gen incarnation of the *Colin McRae Rally* series. Currently being developed by a team of over 40 people, the incredibly successful franchise promises to be the most realistic and exciting recreation of the edge-of-your-seat rally driving experience.

"We're working really hard to rewrite the textbook on rally games and I'm confident that this title will be the new benchmark," says Producer and Studio Head, Guy Wilday. "During development of the previous games we have had loads of ideas for things that we just couldn't do and this has given us an opportunity to revisit these. All of our work so far has been really impressive so we're very excited about the visual detail we will be able to get into it."

//"This is more than just a port from the PSone version," *Colin McRae Rally* Producer, Guy Wilday//

Wilday and Codemasters have taken a hard look at what PS2 is capable of and are using the machine's advanced graphics and sound to create an immersive racing title that Wilday promises will be, "Much more than just a PSone port."

The most obvious graphical improvements will be in the modelling of the vehicles, which was made possible by the company's close working relationship with the Ford Rally team. "This has given us unparalleled access to reference material and information for the game. We've already spent a lot of time working on the cars and they are the most detailed and accurate that I've seen in any racer," says Wilday.

McRae's Ford Focus RS World Rally car will feature suspension and other visibly working parts, plus a brand-new damage engine will show the dents, scratches and punctures on the bodywork panels that can be ripped from the main chassis. However, Wilday is ensuring that even with all the technological advancements, the gameplay that made the original rally titles so playable won't change – except players will connect much more with Colin and co-driver Nicky Grist, rather than just appreciate the look of the cars and tracks.

So what about the possibility of an online PS2 *Colin McRae*? "There'll definitely be multiplayer modes within the game and we're working out the finer details at the moment," explains Wilday. "As for i-Link or online elements, we're evaluating both of these options as we speak." *Colin McRae Rally* is still quite early in development, but Codemasters seems confident that its driving extravaganza will leave other rally sims stuck in the mud. ☐ **JS**

*Colin McRae Rally *will be on the shelves by Christmas 2002.*

PAST PERFECT

Mr McRae's previous off-road outings on PSone.

COLIN MCRAE RALLY

Codemasters' first run-out for the plucky Scot and co-driver Nicky Grist is a rally tour-de-force, with the duo driving their blue Subaru Impreza through courses from eight different countries including England and Greece. PSone gamers were gobsmacked by the seat-of-your-pants driving experience, with its superb car handling over varied terrain ranging from tropical rainforest to snowy mountain passes.

**Reviewed In* Official PlayStation Magazine *issue #35 (9/10).*

COLIN MCRAE RALLY 2.0

A new game and a new car (the red, white and blue Ford Focus) revs up for McRae and Grist. Truly astonishing graphics for the now-ageing PSone redefined what the machine was capable of with spectacular crashes and breathtaking scenery. *CMR2.0* also added a Head-To-Head mode for two-player rally madness and a garage of 'fun' vehicles including the Mini Cooper and Lancia Stratos.

**Reviewed In* Official PlayStation Magazine *issue #57* (9/10).

Messrs McRae and Grist in action from this season's world rally championships.

PHOTO: ALLSPORT

Codies' new *Colin McRae Rally* hopes to dazzle the competition.

"YOUR DUAL SHOCK 2 LETS YOU KNOW HOW WELL YOU'RE CONDUCTING THE ORCHESTRA"

SPY IN JAPAN, PG 057

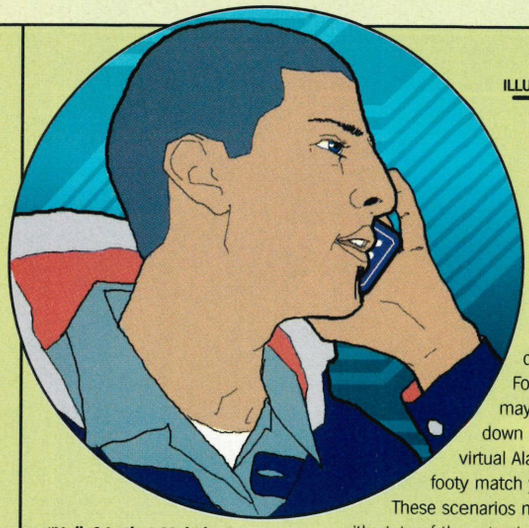


ILLUSTRATION: LEE WOODGATE

TALKING GAMES

PS2 gamers could soon be holding conversations with their PlayStation 2 via mobile phone.

"Hello? Is that Mei Ling? Yeah, apparently Snake's in trouble again..." Is this the *Metal Gear Solid* of the future?

WANT TO SCREAM at your troops to open fire during a raging battle? How about having a philosophical conversation about the Force with Yoda? Or maybe you'd like to sit down and chew the fat with a virtual Alan Hansen about the footy match you've just played? These scenarios may soon be possible with state-of-the-art voice recognition technology from Belgium-based Lernout & Hauspie. The pioneering company has just announced a unique 'middleware' kit for PS2 that allows developers to incorporate speech recognition into any game from RPGs and wargames to sports titles.

"Speech recognition is set to become a fundamentally different user interface from a keyboard, joypad or mouse, creating more organic games," says Robert Bury, Director of Product Technologies Speech & Language Technologies. "It won't replace a joypad, it'll add a new dimension of possibility to games, mimicking natural interaction and making you believe you're talking to a real intelligent being."

OPS2 has already looked into this possibility with our 'Techno Babble' feature in issue #04, focussing on various microphone-compatible titles already available in Japan. However, new PS2 titles confirmed as using Lernout & Hauspie's technology have since been announced including squad-based wargame *SOCOM: US Navy Seals* and a PS2 port of Sega's fishy Dreamcast title *Seaman* (See Pass The Mic).

Lernout & Hauspie has revealed to *OPS2* developments for the UK that will take their technology into unexplored online areas involving the PS2, mobile phones and PDAs (Personal Digital Assistants) utilising the forthcoming PS2 Network Adaptor and Hard Disc Drive available next spring/summer. "Technology is already available for virtual 'avatars' or personalities on your PDA or mobile phone that uses our text-to-speech technology," continues Bury. "You could soon have hundreds of downloadable talking characters that can read out text messages, rather like the way that the logos of today are distributed." So from next year, we may be alerted via our mobile phones, by a virtual David Beckham that the result of an online game of *FIFA 2003* has just placed our team third in the division.

//We may get alerted by a virtual Beckham that our team has dropped two places//

Voice recognition technology is currently sophisticated enough to identify over 3,000 words and have an accuracy of 93%, according to Bury, but it'll be a few more years before the technology will be able to sense the emotional side of speech. "You can train the program to recognise different accents, but we're only currently at the research stage creating technology that will also be able to tell if a person is being, say, angry or sarcastic."

Even so, Lernout & Hauspie's dev kit is already capable of generating coherent dialogue for in-game characters, so when you speak to a virtual child they may not understand you, whereas a conversation with a drunken avatar could result in a tirade of insults and swearing – ideal for an interactive RPG. Bury confirmed that various large game companies have expressed interest in their technology and with the likes of Hideo Kojima (*Metal Gear Solid 2*) and Shinji Mikami (*Devil May Cry*) confirming to *OPS2* they are both considering voice recognition, the future could leave PS2 owners speechless. ☐ **JS**

**See Lernout & Hauspie's Web site at www.lhsl.com for more.*

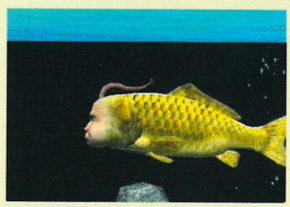
PASS THE MIC

The PS2 games currently utilising speech recognition technology.

SOCOM: US NAVY SEALS

☐ UK release: **TBC**

☐ Developed by Zipper Interactive for SCEA, this squad-based shooter will come complete with a headset and microphone that'll enable you to issue customisable commands to your team of computer-controlled soldiers.



SEAMAN

☐ UK release: **TBC**

☐ Sega's bizarre Dreamcast game that stars a grumpy, bad-tempered manfish is currently swimming upstream for a PS2 release (see page 51). A mic allows gamers to have realistic chats with a constantly evolving virtual pet.

GREATEST STRIKER

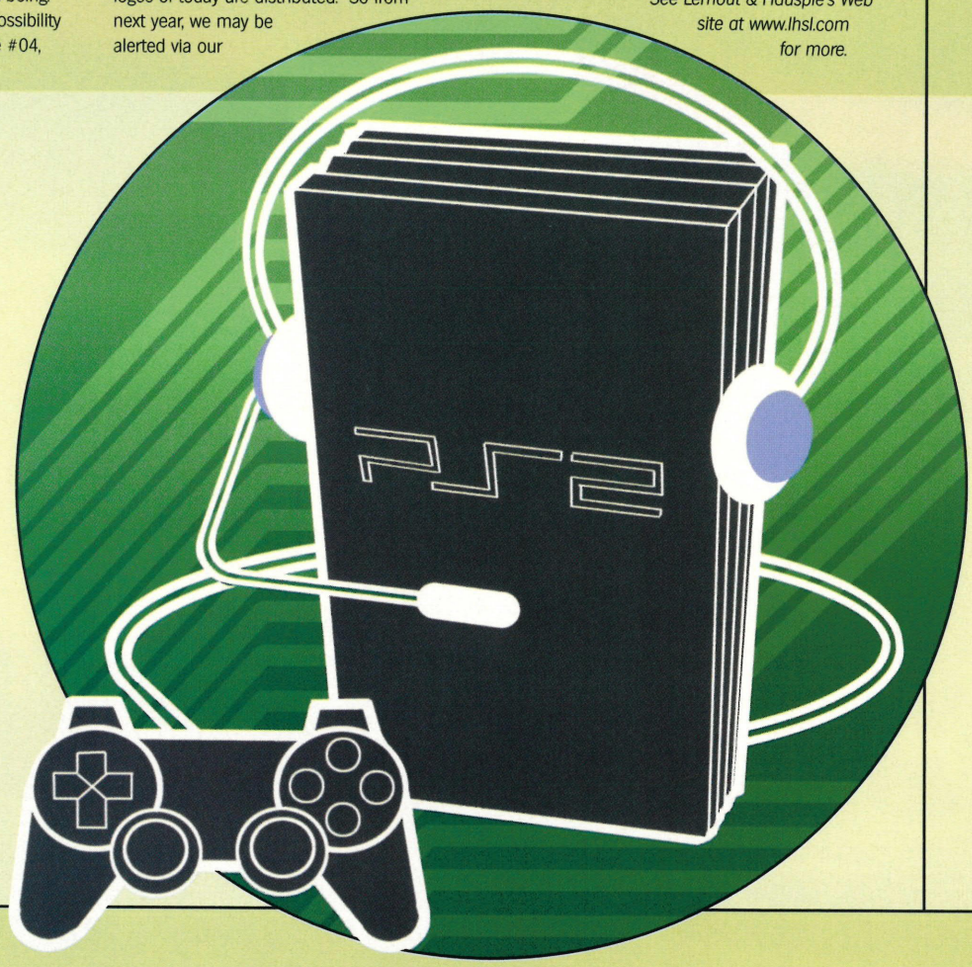
☐ UK release: **japan only. Released in UK as *International League Soccer***

☐ Although this footy game from Taito was released in Japan allowing voice-activated actions on the pitch, the British version from Eon ditched this element entirely. It wasn't great.

DREAM AUDITION

☐ UK release: **Japan only**

☐ Be the life of the party! Jaleco's karaoke simulator lets gamers warble away to various dodgy Eurobeat dance records. It senses through the included USB microphone whether the singer is in time and can carry a tune.



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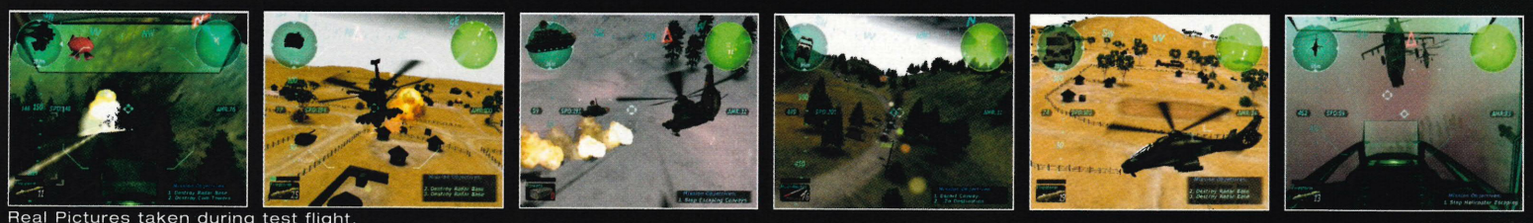
Thunderhawk is the most advanced military helicopter in the world. At 0-60 in 0.26 seconds and fully customised body armour, this machine can be flown through the most treacherous conditions known to man. The new **Thunderhawk** comes with a free co-pilot and all the latest in weapon technology. Take a fly for £39.99 and be prepared for some serious fun. (Air conditioning is not standard)!

For more info visit **www.thunderhawkgame.com**



Real Pictures taken during test flight.

CORE

PlayStation.2

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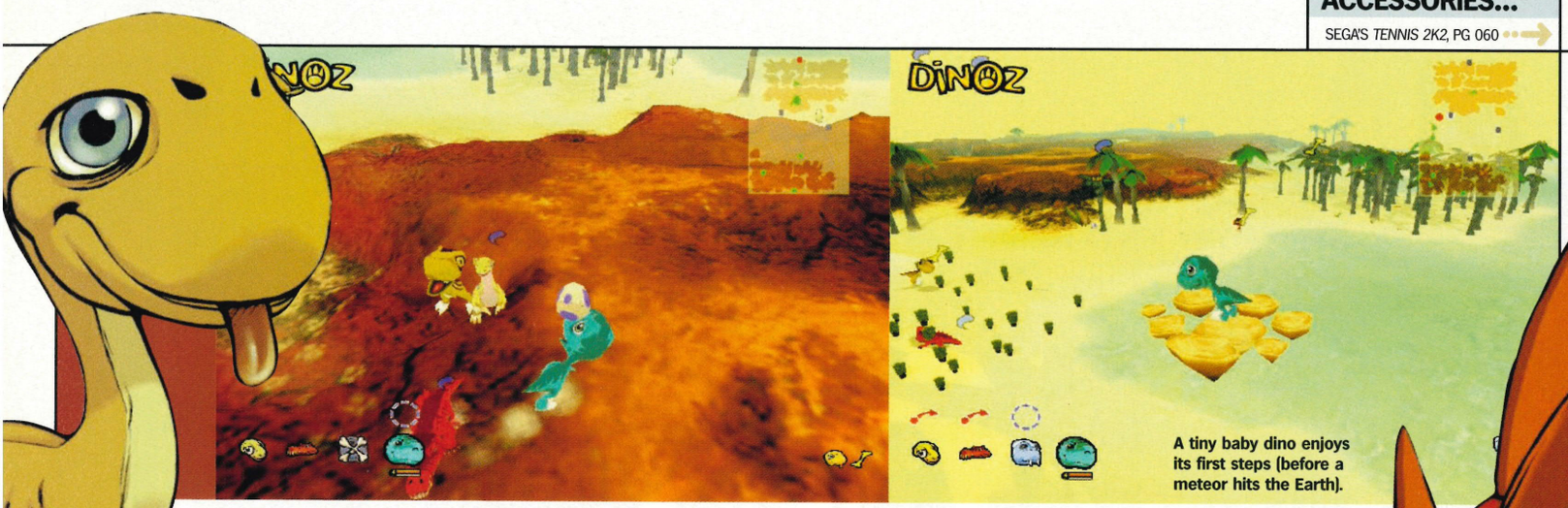
SPY

"COMPETE IN TOURNAMENTS, PLAY ADDICTIVE MINI-GAMES BUY NEW ACCESSORIES..."

SEGA'S *TENNIS 2K2*, PG 060



A tiny baby dino enjoys its first steps (before a meteor hits the Earth).

GOTTA HATCH 'EM ALL

Play 'capture the egg' with the cute reptiles of Oiko's *Dinoz*.

WHEN A COMPANY announces a game "aimed at a younger demographic", *OPS2* usually start running for the hills. *Dinoz*, a new title from start-up developer Oiko, aims to change the perception of the kids' game by offering a genuinely inventive experience via a cutesy concept.

For a start, Oiko has taken notes from *Pokémon*, basing its game around 28 species of Dinoz in four families (bipeds, quadrupeds, crawlies and flyers) each with ten stages of maturity. The object of training and breeding these pets is to send them out into the game's large island arena to take part in "wacky team sport and action" (ahem) games. These look to range from straightforward races, to obstacle courses, to involving deathmatch-style games such as capture the flag (or 'capture the egg', in this case). Dinoz have the ability to fight each other using special attacks and can jump and boost in order to access hidden areas of some extensive game arenas.

The interesting thing about Oiko is that the company is a subsidiary of AI technology specialists MASA. Artificial intelligence naturally plays a major role in *Dinoz*, allowing computer-controlled team-mates to carry out a broad range of tactical commands.

In short, there appears to more to *Dinoz* than the usual lazy *Crash Bandicoot* rip-offs that are cynically marketed at under-eights and their gullible parents. The kids may yet be alright. ☐ **SR**

**Dinoz is due out through Vivendi Universal in spring 2002. Check the Web site at www.dinozworld.com for more info.*

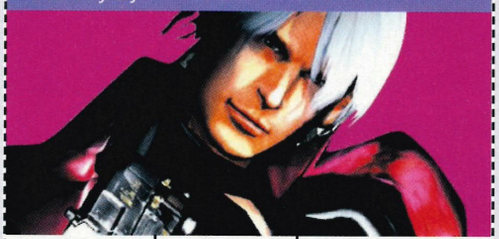
PlayStation®2 OFFICIAL MAGAZINE-UK

POCKET HEROES

COLLECT THE ENTIRE SERIES!
SWAP WITH YOUR MATES!
CUT OUT AND KEEP!
SEND NO CASH!
MONSTER FUN!

PlayStation®2 OFFICIAL MAGAZINE-UK #31 of 100

DANTE
Devil May Cry



Age: Unknown | **Height:** 6'2" | **Blood Type:** Unholy

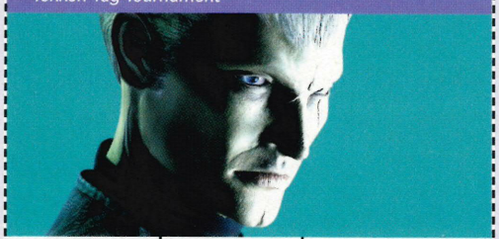
Distinguishing features: Silver barnet, saucy red leather-wear, repugnant whiff of sulphur.

Looks	Definite rock star appeal, with a spooky devilish swagger.	78
Attack	Big guns, bigger swords, well 'ard kicks and body punches.	94
Defence	Leather pants offer no protection from scythe-wielding witches.	53
Specials	Ability to transform into a winged demon for supernatural attacks.	88

Dante is the demonically-possessed anti-hero of *Devil May Cry*, an action adventure from *Resident Evil* creator Shinji Mikami. Dante also has a ladyfriend called Trish.

PlayStation®2 OFFICIAL MAGAZINE-UK #89 of 100

BRYAN FURY
Tekken Tag Tournament



Age: 29 | **Height:** 6'1" | **Blood Type:** AB

Distinguishing Features: Grey hair, scar, tattoo, bags under eyes, robotic implants.

Looks	Rutger Hauer in *Blade Runner*, but not quite so jolly.	80
Attack	Leaping Slash Kick and Hammer Driver are two of his lethal moves.	83
Defence	Unbelievable skill at counter-attacking fellow *Tekken* opponents.	77
Specials	The Gravity Brain Buster and Chains of Misery cause excruciating pain.	75

American-made Bryan 'Snake Eye' Fury is a kickboxing cyborg from Namco's *Tekken Tag Tournament*. Despite his hard man demeanour, Bryan also collects cigarette lighters. Sad or what?

SPY in japan

Edited by **Amos Wong**

Amos bugs out at the Tokyo Dome.

30 DAYS IN TOKYO

DAY 1 (4 AUGUST)

Fact: many of Tokyo's taxi drivers are directionally challenged and nearly blind. None of them know the whereabouts of my friend's hotel (it's a posh one too) nor can they read the map provided without reaching for their specs. Then they take them OFF before driving. There are no seatbelts and the meter reads ¥660 (nearly four pounds!) before the trip begins, so visitors beware. Want to actually get to Akihabra to buy *Ape Escape 2001*? Take the train instead.

DAY 4

Borrow *Real Robot Regiment* from a friend and I'm gutted. The graphics – not to mention controls – simply aren't that polished. Even being able to stomp around as my childhood robo heroes can't save the game from being, well, rather rubbish. And after it sounded so good on paper.

DAY 9

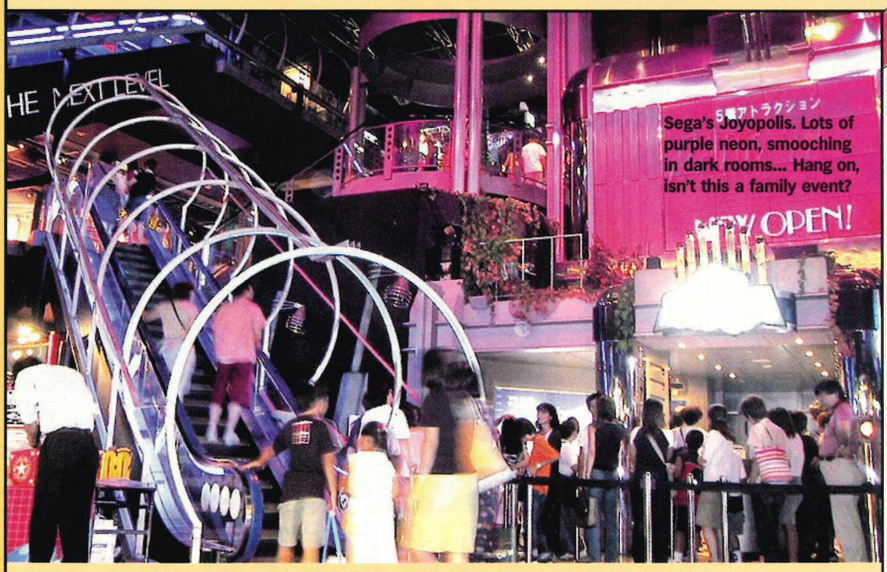
Awesome *Devil May Cry* displays hit game shops, complete with replicas of Dante's twin pistols and sword under glass. Capcom would probably make a killing if the kit was for sale!

DAY 12

Visit Kamen Rider World at Tokyo Dome. As expected, all the heroes' costumes from every TV series are on display and the live stage show's a hoot. Soon find myself glued to the screens that show each Rider's transformation moves and special attacks – cool! I end up sitting though all of their opening titles and hum along to the ones I know. How's that for sad?

DAY 16

I'm practically a spy when writing about arcade games, as taking pictures in arcades is forbidden so I'm forced to sneak digital pics. Now though, things are getting ridiculous as an arcade staff member tells me not to take notes while looking at the games – talk about totalitarian management.



Sega's Joyopolis. Lots of purple neon, smooching in dark rooms... Hang on, isn't this a family event?

TICKET TO RIDE

OPS2 goes a-smooching at Sega's Joyopolis theme park.

STOMACH-CHURNING RIDES, high-tech attractions and arcade games occupy the three levels of Joyopolis, just one of the Sega-owned theme parks that can be found across Japan. According to the reps the theme here is 'love', but the park is filled with a plethora of horror-themed attractions. Then again, in the darkness of these sets there probably is quite a bit of close contact going on – it's a rather popular date spot. Unless your partner's fear threshold is pathetically low though, the rubber dummy infested Dark Gate and Evolution are unlikely to provoke much of a response and best given a miss.

Faring much better is The Crypt; headphones and 3D glasses bring the CG environment projected onto a cubicle wall to life. Zombies lurk around every corner of the subterranean journey and convincingly shamble right up to your face to go for the throat. For an outdoors experience indoors, Wild River, Wild Jungle and Sky Surfing straps punters down in a raft, jeep and hang-glider respectively, which move in synch with the projected graphics. For the brave, Viva! Skydiving simulates a 10,000 meter free-fall.

By far the most popular attraction at Joypolis is Speed Boarder, a sideways roller coaster, but for those after a few more G's, the Halfpipe Canyon swings snowboarder pretenders like a pendulum – just stay away if you're prone to motion sickness. Should things get too much, relax with CG fish in the Aquarena. Touching the various 'screen tanks' will prompt different reactions from their virtual inhabitants, while big buttons beckon squeaking dolphins. Move over *Seaman*... ☐ **AW**

PREVIEW! PREVIEW!

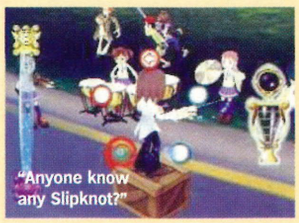
TAMAMAYU SAGA 2

Um, don't fancy yours much...

Cocoon Master wannabe Kafu is cursed by a Karuma demon during the Devil Hunter exam. The Karuma will eventually consume the boy's soul and take over his body; only the power of four orbs can remove it. Accompanied by cocoon spirit Niko, Kafu treks into the forest in search of them. Genki's sequel boasts a redesigned battle system involving multiple characters and over a hundred monsters, just waiting to be caught.

PREVIEW! PREVIEW!

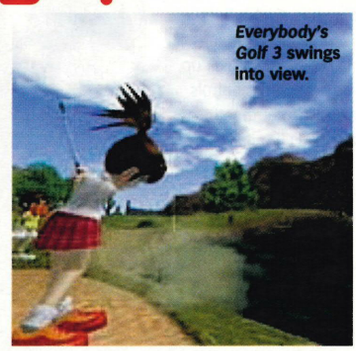
SHAKE IT BRAVOES!



"Anyone know any Slipknot?"

Sick of J-pop and techno music games? Much rather a bit of Brahms bemani? In SCEI's *Shake It Bravoes!*, it's up to you to save a town's much loved classical music hall by conducting a "wonderful concert." Analogue buttons enable various nuances in the performance and the Dual Shock 2 lets you know how well (or how badly) you're guiding the orchestra. See the Web site at www.scei.co.jp/sd2/bravoes.

japanese top10



Everybody's Golf 3 swings into view.

1. **EVERYBODY'S GOLF 3** (SCE)
2. **FINAL FANTASY X** (SQUARE)
3. **GRAN TURISMO 3: A-SPEC** (SCE)
4. **REAL ROBOT REGIMENT** (BANPRESTO)
5. **GENERATION OF CHAOS** (IDEA FACTORY)
6. **MAGICAL SPORTS: PROFESSIONAL BASEBALL 2001** (MAHOU)
7. **MOSQUITO** (SCE)
8. **APE ESCAPE 2** (SCE)
9. **EVERBLUE** (CAPCOM)
10. **WORLD SOCCER WINNING ELEVEN 5** (KONAMI)

Chart source: Dengeki (13/08/01)

"Whattya mean, I looks like a lady?"

FINAL FANTASY ANIME!

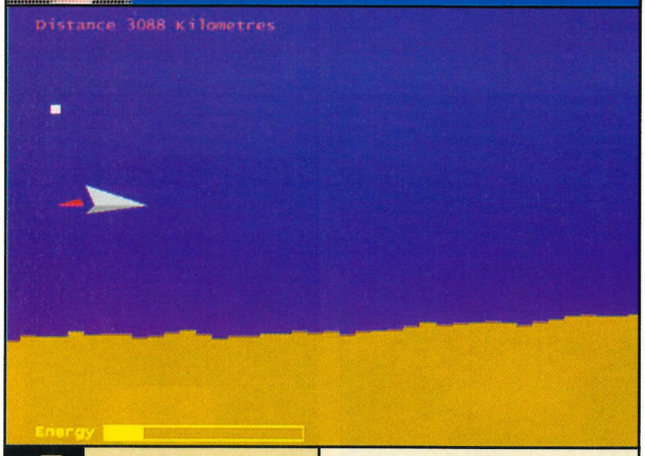
THE AMAZING GONZO?

A *Final Fantasy* anime has been announced for this autumn, entitled *Final Fantasy: Unlimited*. The TV show will be animated at Studio GONZO, famed for the 2D/3D anime *Blue Submarine No 6*, the Saturn/PSone RPG *Lunar: Silver Star Story* and the opening movie for anime shooter *Macross: Do You Remember Love?* A brand-new story, new *FF* heroes Yu, Ai, and Risa must fight monsters who have landed in Japan via a portal from another world. Shots when we get 'em.

SPY

BACK TO BASIC

***OPS2*'s Jamie Sefton shows you how to make your own Yabasic games.**



#5 THIS MONTH: **GAMEPLAY**

THIS MONTH WE bring you the fifth instalment of *OPS2*'s series that demonstrates the gaming power of Yabasic. Over the last four issues we've showed you how to draw a side-scrolling mountain range and spaceship, added code that allows players to control the craft via Dual Shock 2, created collision detection, an energy bar and enemies.

This month we've added a simple element of gameplay – a mileometer in the top left-hand corner. The addition of this instantly introduces the concept of challenging your mates to see who can get the furthest without destroying their ship. In order to do this you must create a variable 'mile' that increases after every frame of animation, so the mileometer will keep going up. Next we have to create a string called 'DISTANCE$' which contains text and numerical information. This has to be done so that the TEXT command can be used to display all the relevant information in a graphical window (PRINT won't work).

Finally this month, we've added sound! Unfortunately Yabasic is very poor for making noises, and as such has just only one solitary command: 'BEEP'. Enjoy the game and send in your top scores. The *OPS2* best currently stands at 707 and was achieved by resident Hardcore guru Fitz.

**Thanks to Mike Dean at SCEE for his Yabasic skills.*

THIS MONTH'S CODE

Firstly, insert this piece of code to the existing program (from issues #09, #10, #11 and #12) after: energy=100 (line 11)

```
mile=0
```

Now add this short bit of code in-between the 'Energy Bar' and 'Background Collision Detection' sections (line 78)

```
REM Distance Display
SETRGB 1, 600, 100, 0
DISTANCE$ = "Distance
"+STR$(mile)+" kilometres"
TEXT 30,30, DISTANCE$
mile = mile + 1
```

Finally, time for a stunning aural Yabasic treat. Add this command after the "energy = energy - 20" line in the Enemy Turn section (line 121)

```
BEEP
```

**Thanks to everyone who has been emailing us at PS2@futurenet.co.uk with their Yabasic ideas, problems and discussions about what we can cover in the column. Keep your ideas coming in and remember any Yabasic games, graphics or ideas could be printed here at a later date.*

NEXT MONTH: **MORE GAMEPLAY ELEMENTS**

"RATHER THAN CUT AND PASTE SOLDIERS, THE SUBMARINE IS FULL OF THE RIGHT ENEMIES"

MEDAL OF HONOR, PG 062

***UEFA Champions League* lets you get close-up with the action.**

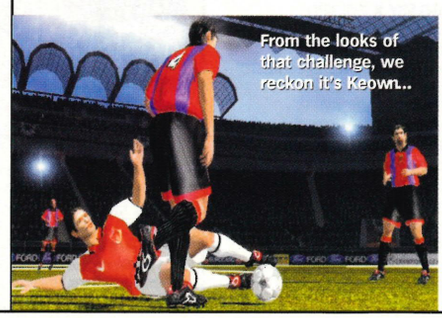
A LEAGUE OF ITS OWN?

Take 2's official *UEFA Champions League* begins its warm up...

FOOTIE FANS CAN REJOICE once again as a new Champions League football sim opus is currently being prepared for a PlayStation 2 release based on the 2001/2 tournament.

Developed by Silicon Dreams, the team behind past PSone versions, the PlayStation 2 game has been totally rewritten. "We've gone right back to square one for this latest version," says *UEFA* Producer John Jennings. "We've been developing football games since the time of the MegaDrive and it is impossible to keep redeveloping the same code. As such, there's not an ounce of the old games in this 2001/2 version, with all-new motion-capture, AI and gameplay routines."

//"There's not an ounce of the old games in this 2001/2 version," John Jennings, Producer//



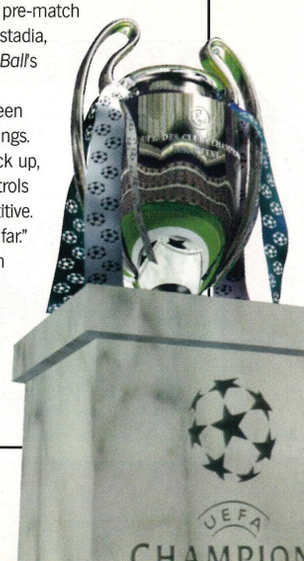
From the looks of that challenge, we reckon it's Keown...

Previous versions of the series have sat somewhere between the simplicity of EA's *FIFA* and the total control of Konami's *ISS* (now *Pro Evolution Soccer*) and Jennings sees no reason to change this. "Sitting between those two styles has always been intentional," he admits. "Our games have always been tight and playable and we don't intend to alienate our audience by changing that."

As such, while looking initially quite simple, *UEFA Champions League: Season 2001/2* is a deceptive beast. The stars of current and past Champions League entrants are capable of the full gamut of passes, flicks and one-touch moves, while the shooting system is simple yet effective. Similarly, the level of detail is equally impressive, with the PS2 game boasting rippling shirts, facial animations, and pre-match pans into the fully recreated stadia, each voiced over by *On The Ball*'s Gabby Logan.

"Gameplay has always been our priority," concludes Jennings. "Our game is fast, easy to pick up, yet with a wide range of controls to ensure it doesn't get repetitive. We're very pleased with it so far." Let's hope it fares better than most of our clubs in the competition. ☐ **SM**

**UEFA Champions League is due for release through Take 2 this November.*



Actually, the regulars loved his work so much that the drinks were on them.
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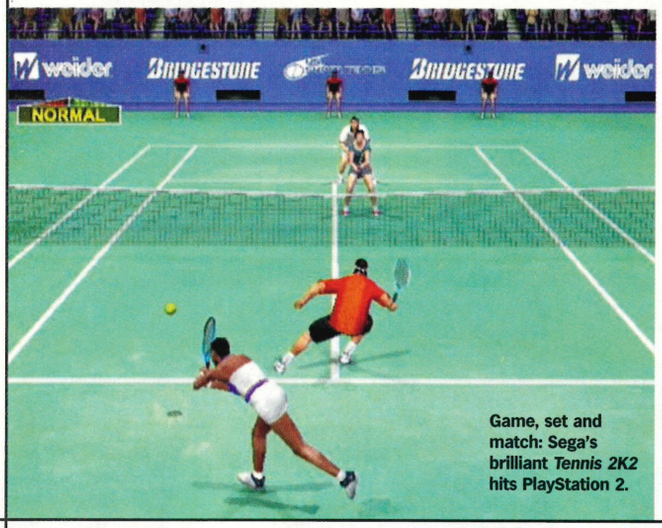
"OUR HERO NOW COMES WITH ADDED *ROBOT WARS* HYPNO DISC CODPIECE"

OUR ACTION HERO, PG 065

SEGA SPORTS™

SPORTS ILLUSTRATED

Tennis 2K2 and Sega's online plans confirmed.



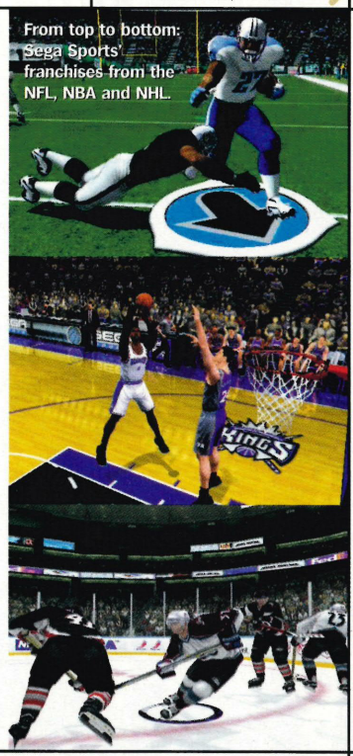
Game, set and match: Sega's brilliant *Tennis 2K2* hits PlayStation 2.

SEGA SPORTS' ICE HOCKEY sim *NHL 2K2*, American football game *NFL 2K2* and basketball knockabout *NBA 2K2* are all on the PS2 release list, but now OPS2 can reveal that *Tennis 2K2* (a sequel to the Dreamcast's superb *Virtua Tennis*) has also been confirmed for PS2 release next year.

Tennis 2K2 will feature such international tennis stars as Serena and Venus Williams, Tim Henman, Pat Rafter and Cedric Pioline. Up to four players can enjoy singles, doubles and now mixed doubles matches, as well as an addictive World Circuit mode that takes players around the globe to compete in tournaments, enjoy addictive mini-games and buy accessories for their chosen professional. *Tennis 2K2* is as playable as its predecessor and thanks to some intuitive controls, gamers can pull off a remarkable number of lobs, smashes, slices and cross-court shots, recreating the excitement and nail-biting finishes of the sport. Although a publisher has yet to be confirmed, SCEE is the obvious candidate for the UK, with *Rez*, *Ecco The Dolphin* and *Headhunter* already under its belt.

The Japanese games giant has also announced a highly significant online strategy for its forthcoming sports titles. All future releases will have built-in Internet compatibility, meaning that to begin with, gamers will be able to access up-to-the-minute stats, team news and league information on all Sega sports, with multiplayer online gaming to follow. Exciting times are ahead for all sports fans. ☐ **JS**

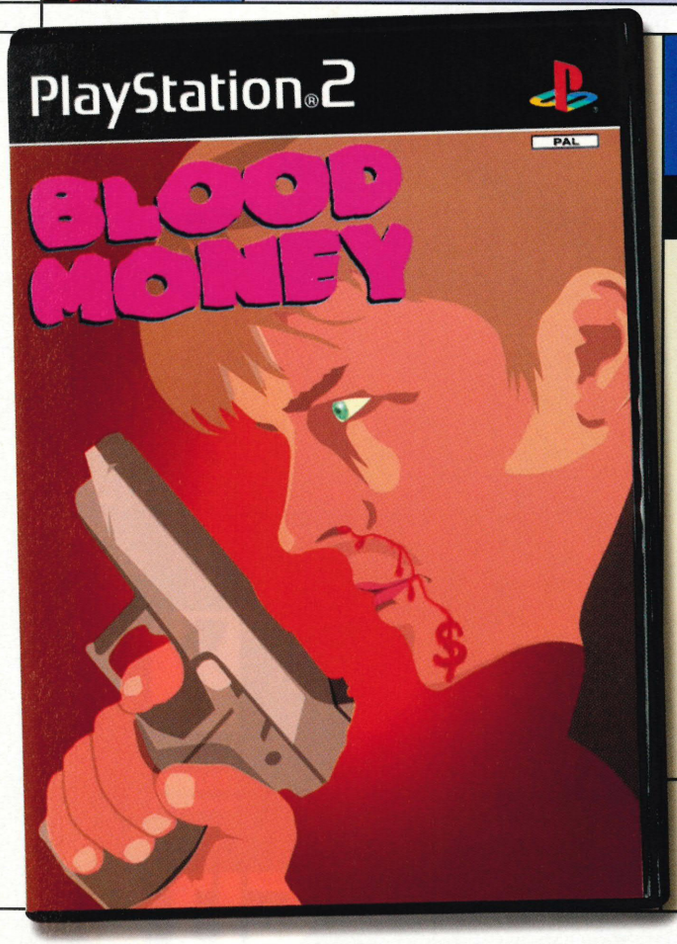
*Tennis 2K2 *should be served up in the spring next year.*



From top to bottom: Sega Sports' franchises from the NFL, NBA and NHL.

BLUE LINES

***Crash* is an explosive new racing game from Rage that throws souped-up cars into a destructive derby (ahem) to see who comes out alive. With incredibly realistic bodywork damage and multiplayer options, *Crash* looks like an exciting proposition on its release for spring 2002 » Out in November is *Casper Spirit Dimensions*, a magical action adventure from TDK starring the diminutive cartoon ghost in four supernatural worlds including a strange amusement park and medieval castle. Not for kids this one. No way**



DESIGNER GENES

Games designed by you. This month: Bounty hunters fight evil in *Blood Money*.

#13 | GAME NAME **BLOOD MONEY** | DESIGNER **ALEX THOMPSON** | THE EXPERT'S OPINION **CHARLES CECIL**

"AS THE LAST CHILD of a family of bounty hunters you are a fully trained 18-year-old set to continue the family trade. In the year 2060 America relies on bounty hunters as a cheap and quick way of dealing with terrorism. There are three highly equipped clans of who carry out this dirty work: Carlise (ageing but by the book), Karsign (ex-Special Forces) and Fracters (hardened criminals) each is in direct competition with each other. When getting the green light from the government all three head off in an every-clan-for-themselves scenario to bring the criminals to justice. For a hefty sum of course.

"You play Max, the last hunter of the Carlise clan. At 18 you're young to be given the responsibility, but your predecessor was badly injured and lies in a coma – all the other members are too old to hunt. You must find the terrorists, make money from your catches and build the clan up to its former glory.

"You start in third-person mode and must find clues as to the whereabouts of gangs. Once you know where they are you jump into a car and race the other two clans to the destination. The mode then switches to a shoot-'em-up reminiscent of *Time Crisis*. You now have to fight the other two gangs to get the criminals and get the bounty. If during the course of the game you take civilian lives or damage the city, the government will reduce the amount you get paid." ☐

WRITE TO
Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at **PS2@ futurenet.co.uk**. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we use it we'll send you a T-shirt and a print of the box art designed by top art fella, Moyler.

"If handled well, this could be excellent. Setting it in the near future is a good idea because it gives you the opportunity to use familiar landmarks which make the game more real. I love the mix of detective work with action. You have an excellent opportunity to write a gripping conspiracy story as a backdrop to the game. For example, you track down the terrorists intent on killing them but find something that turns your motivation on its head – you could find that they are actually freedom fighters who are fighting against a corrupt government department who killed the rest of your clan etc etc. This is a great start.

**Charles Cecil is MD of developer Revolution.*

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SPY

ON THE FRONTLINE

New details about EA's *Medal Of Honor: Frontline.*

OPS2 RECENTLY HAD the chance to play of one of the two *Medal Of Honor* games for PS2 release. *Medal Of Honor: Frontline*, as described in *OPS2* issue #07, is a WWII-themed first-person shooter set during the ill-fated Operation Market Garden, immortalised in the film *A Bridge Too Far.* Currently being developed by DreamWorks – now EALA – the new game is already looking mightily impressive.

Lead character Jimmy Patterson, who appeared in the PSone *MoH* titles now has a small squad of soldiers to command in a daring Allied plot to steal the advanced top-secret Nazi weapon, the Ho IX Flying Wing. In the first mission demonstrated, Patterson and his team starts by taking on a group of Nazi soldiers before creeping into a beautifully-rendered French town. EALA has improved enemy AI considerably, so that Nazi soldiers now hunt in packs, while limb-specific injury animations mean that foes will grasp the area of their body where they've been unlucky enough to get shot. The developer has also been concentrating on filmic set pieces. The detailed level we played allowed us to sneak around back streets and into the church tower to use as a sniper's nest.

In the next mission *OPS2* played, *Medal Of Honor: Frontline* descends into the depths of a submarine, complete with atmospheric lighting, metal tubes lining the corridors and family photos on the walls. Rather than featuring cut-and-paste squads of soldiers lying in wait, the sub is full of the 'right' enemies – soldiers sleeping in their bunks, off-duty guards and even a chef in the galley. *Medal Of Honor: Frontline* could be a very special action adventure, already showing the attention to detail that has made the series a benchmark in console war simulations. We'll have more information on this and the fighter plane sim *Medal Of Honor: Fighter Command* soon. ☐ **MG/JS**

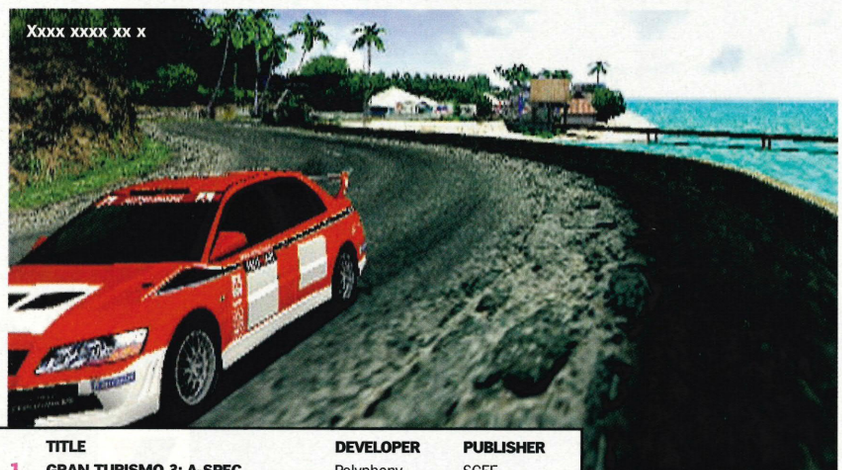
*Medal Of Honor: Frontline *will be released in spring 2002.*

***OPS2* presents world exclusive PS2 shots of the latest levels from *Medal Of Honor: Frontline.* Ithankyou!**

"I spy, with my little eye, something beginning with AAARGH!"

And now imagine this teeming with Ratzi dogs of war...

HMV PS2 CHARTS



	TITLE	DEVELOPER	PUBLISHER
1.	GRAN TURISMO 3: A-SPEC	Polyphony	SCEE
2.	ONIMUSHA: WARLORDS	Capcom	Capcom
3.	RED FACTION	Volition	THQ
4.	NBA STREET	EA Sports (Canada)	EA Sports Big
5.	ESCAPE FROM MONKEY ISLAND	LucasArts	Activision
6.	THE BOUNCER	Dream Factory/Square	SCEE
7.	CRAZY TAXI	Sega	Acclaim
8.	TEKKEN TAG TOURNAMENT	Namco	SCEE
9.	MODERNGROOVE MINISTRY OF SOUND EDITION	Moderngroove	Ubi Soft
10.	TIGER WOODS PGA TOUR 2001	EA Sports	EA Sports

**Source: HMV 22/08/01*

#1: GRAN TURISMO 3: A-SPEC
PS2's 'killer-app' is still shifting copies faster than petrol in a fuel crisis. *GT3* is fantastic – superb car handling, immense gameplay and the depth of an RPG. If you haven't bought this game yet, you must be mad.

#6: THE BOUNCER
Although this impressive-looking beat-'em-up adventure received mixed reviews (6/10, *OPS2* #09), *The Bouncer* has kicked and punched its way to number six in the HMV charts. It's too easy and doesn't last long enough, but *The Bouncer* is likeable fighting fare.

#7: CRAZY TAXI
Sega's first game on PS2 is a fabulous conversion of the incredibly fast Dreamcast and coin-op driving game. Belt around two beautifully-rendered cities picking up various oddball characters and dropping them off.

topdogforgames
www.hmv.co.uk

GUEST CHARTS

PlayStation 2 Top Tens from around the world

TOP 10 USA PS2 GAMES

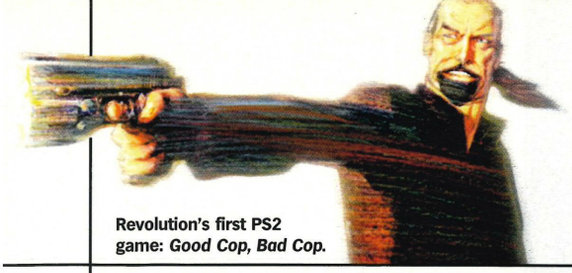
1.	GRAN TURISMO 3: A-SPEC	SCEA
2.	NBA STREET	EA
3.	NCAA FOOTBALL 2002	EA Sports
4.	TWISTED METAL: BLACK	SCEA
5.	MX 2002	THQ
6.	NASCAR HEAT 2002	Infogrames
7.	EXTERMINATION	SCEA
8.	RED FACTION	THQ
9.	DARK CLOUD	SCEA
10.	TEKKEN TAG TOURNAMENT	Namco

**Source: NPD TRSTS Video Games Service (31/07/01)*

TOP 10 FRENCH PS2 GAMES

1.	RESIDENT EVIL CODE: VERONICA	Capcom
2.	GRAN TURISMO 3: A-SPEC	SCEE
3.	BLOODY ROAR 3	Virgin
4.	MX 2002	THQ
5.	ONIMUSHA: WARLORDS	Capcom
6.	PARIS DAKAR RALLY	Acclaim
7.	EXTREME-G 3	Acclaim
8.	ATV OFFROAD	SCEE
9.	EPHEMERAL FANTASIA	Konami
10.	NBA STREET	EA

**Source: Micromania (17/09/01)*



Revolution's first PS2 game: *Good Cop, Bad Cop.*

SPY

incoming

Need to know when a game is coming out? Look here.

October 2001	Genre	Publisher
Age Of Empires II: The Age Of Kings	Strategy	Konami
Arctic Thunder	Arcade racer	Midway
Driven	Arcade racer	BAM!
Giants: Citizen Kabuto	Strategy	Interplay
G-Surfers	Future racer	Midas
NHL 2002	Sports sim	EA Sports
Time Crisis 2	Light gun game	SCEE

November 2001	Genre	Publisher
AirBlade	Extreme sports	SCEE
Baldur's Gate: Dark Alliance	RPG	Interplay
Batman Vengeance	Action	Ubi Soft
Burnout	Arcade racer	Acclaim
Conflict Zone	Strategy	Ubi Soft
Crash Bandicoot: The Wrath Of Cortex	Platformer	Vivendi Universal
Cricket 2002	Sports sim	EA Sports
Devil May Cry	Action	Capcom
DNA – Dark Native Apostle	Adventure	Virgin
Dragon Rage	Adventure	3DO
Dropship	Strategy	SCEE
Endgame	Light gun actioner	Empire
Evil Twin	Adventure	Ubi Soft
FIFA 2002	Sports sim	EA Sports
Frank Herbert's Dune	Adventure	Cryo
Grandia II	RPG	Ubi Soft
Grand Theft Auto 3	Action	Rockstar
GoDai – Elemental Force	Adventure	3DO
Global Touring Challenge: Africa	Rally sim	Rage
Half-Life	FPS	Vivendi Universal
James Bond 007... Agent Under Fire	Action	EA
Klonoa 2	Platformer	SCEE
Lotus Challenge	Racing sim	Virgin
Max Payne	Action	Rockstar
Motor Mayhem	R/S	Infogrames
MX Rider	Extreme sports	Infogrames
Pro Evolution Soccer	Sports sim	Konami
Rayman M	Platformer	Ubi Soft
Robot Wars	Action	BBC
Salt Lake 2002 Olympic Winter Games	Sports sim	Eidos
Silent Hill 2	Adventure	Konami
Silent Scope 2: Fatal Judgement	Shoot-'em-up	Konami
Shadow Man: 2econd Coming	Adventure	Acclaim
Shaun Palmer's Pro Snowboarder	Extreme sports	Activision
Smuggler's Run 2	Arcade racer	Rockstar
Soul Reaver 2	Adventure	Eidos
Splashdown	Extreme sports	Infogrames
Supercar Street Challenge	Arcade racer	Activision
Test Drive Offroad: Wide Open	Racing	Infogrames
The Mummy Returns	Adventure	Vivendi universal
The Weakest Link	TV tie-in	Activision
Tony Hawk's Pro Skater 3	Extreme sports	Activision
Twisted Metal: Black	R/S	SCEE
WipEout Fusion	Future racer	SCEE
World Rally Championship 2001	Rally sim	SCEE
WTA Tour Tennis	Sports sim	Konami
WWF SmackDown! 'Just Bring It!'	Wrestling	THQ

December 2001	Genre	Publisher
Jak And Daxter	Platformer	SCEE
Jet Ski Riders	Arcade racer	Eidos
Moto GP 2	Arcade racer	SCEE
No One Lives Forever	FPS	Fox
Pirates Of Skull Cove	Adventure	EA
Police 24/7	Action	Konami
Sled Storm 2	Extreme sports	EA Sports Big!
SSX Tricky	Extreme sports	EA Sports Big!
Star Trek: Shattered Universe	Space shooter	Interplay
The Simpsons: Road Rage	Arcade racer	EA
Who Wants To Be A Millionaire 2nd Edition	TV tie-in	Eidos

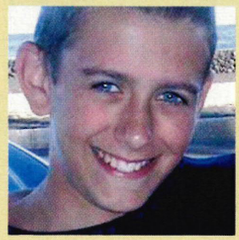
2002 TBC	Genre	Publisher
Ace Combat 4	Flight sim	SCEE
Aliens: Colonial Marines	FPS	EA
Ape Escape 2	Platformer	SCEE
Black And White	God sim	EA
Blood Omen 2	Adventure	Eidos
Capcom Vs SNK 2	Beat-'em-up	Capcom
Colin McRae Rally	Rally sim	Codemasters
Commandos 2: Men Of Courage	Strategy	Eidos
Conflict: Desert Storm	Combat sim	SCi
Dark Summit	Extreme sports	THQ
Deus Ex	FPS	Eidos
Dinoz	Platformer	Vivendi Universal
Drakan	Adventure	SCEE
Duke Nukem Forever	Adventure	Rockstar
Ecco The Dolphin	Adventure	SCEE
18 Wheeler	Arcade racer	Acclaim
Eve Of Extinction	Action	Eidos
Everybody's Golf 3	Sports sim	SCEE
Exo	Action	Infogrames
F355 Challenge	Racing	SCEE
Final Fantasy X	RPG	SCEE
Good Cop, Bad Cop	Action	TBC
Headhunter	Action	SCEE
Herdy Gerdy	Platformer	Eidos
Hidden And Dangerous 2	Action	Take 2
Ico	Adventure	SCEE
Iron Storm	FPS	Wanadoo
Kelly Slater's Pro Surfer	Extreme sports	Activision
Kingdom Hearts	RPG	SCEE
Legion: Legend Of Excalibur	Strategy	Midway
Mat Hoffman's Pro BMX 2	Extreme sports	Activision
Maximo	Platformer	Capcom
Medal Of Honor: Fighter Command	Flight action	EA
Medal Of Honor: Frontline	FPS	EA
Metal Gear Solid 2	Adventure	Konami
Mike Tyson Boxing	Sports sim	Codemasters
Onimusha 2	Adventure	Capcom
PaRappa The Rapper 2	Rhythm action	SCEE
Primal	Adventure	SCEE
Prisoner Of War	Strategy	Codemasters
Resident Evil: Gun Survivor 2	Light gun actioner	Capcom
Rez	Shoot-'em-up	SCEE
Run Like Hell	Action	Interplay
SOCOM: US Navy Seals	Combat sim	SCEE
Soul Calibur 2	Beat-'em-up	SCEE
Space Channel 5 v1	Rhythm action	SCEE
Space Channel 5 v2	Rhythm action	SCEE
Spider-Man The Movie	Action	Activision
Spyro The Dragon 4	Platformer	Vivendi Universal
Star Wars Racer 2: Revenge	Arcade racer	Activision
State Of Emergency	Action	Rockstar
Stuntman	Arcade racer	Infogrames
Tekken 4	Beat-'em-up	SCEE
The Getaway	Arcade racer	SCEE
The Lost	Adventure	Crave
The Thing	Adventure	Vivendi Universal
TimeSplitters 2	FPS	Eidos
TOCA Race Driver	Racing	Codemasters
Tomb Raider: Next Gen	Adventure	Eidos
Tribes 2	FPS	Vivendi Universal
Vampire Night	Light gun actioner	SCEE
Virtua Fighter 4	Beat-'em-up	SCEE
Zombie Revenge	Adventure	Acclaim

**Game release dates are correct at the time of going to press.*

KEY FPS – First-person shooter; R/S – Racer/Shoot-'em-up; RPG – Role-playing game

MOST WANTED

This month's games were chosen by Mike McCabe via email.



1. METAL GEAR SOLID 2: SONS OF LIBERTY
Shoot guards, drag them into lockers. Never fails to amuse.
Release Date: **February 2002**

2. JAMES BOND 007... AGENT UNDER FIRE
Suave espionage, posh foreign ladies and lots of guns.
Release Date: **November**

3. MAX PAYNE
The aptly-named one-man vengeance machine.
Release Date: **November**

4. TIME CRISIS 2
Arming that G-Con 2 for an imminent laser ambush.
Release Date: **October**

5. TIMESPLITTERS 2
Guns, death... hang on, we're spotting a theme here.
Release Date: **TBC 2002**

6. GRAND THEFT AUTO 3
More guns and death, this time with added drugs and 'ladies'.
Release Date: **November**

7. WWF SMACKDOWN! 'JUST BRING IT!'
Good clean fun where no-one gets shot, only bruised.
Release Date: **November**

8. HALF-LIFE
Back to the carnage, here of an ugly alien variety.
Release Date: **November**

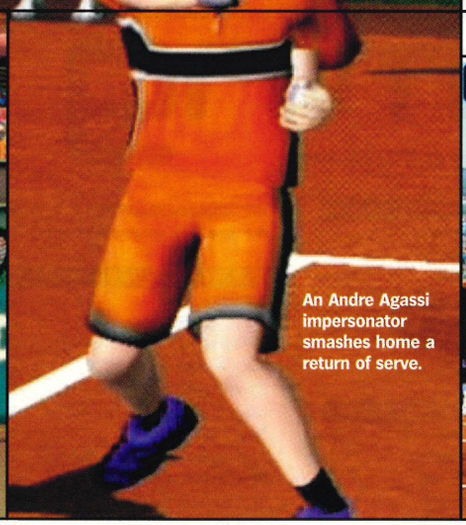
9. COMMANDOS 2: MEN OF COURAGE
Guns and death – but you get to feel the consequences.
Release Date: **March 2002**

10. JAX AND DAXTER
At last, a game to justify that sweet, innocent smile.
Release Date: **December**

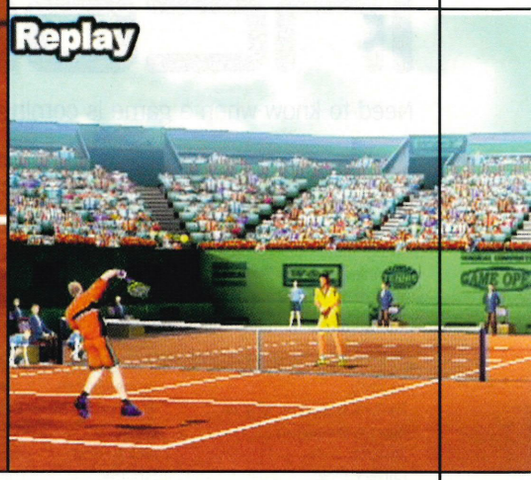
YOUR GO!
Drop us a line with the games you can't wait for and and why plus a photo of yourself and we'll do the rest. **Most Wanted, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Email **PS2@futurenet.co.uk**

SPY

Tennis celebrity stalking is an integral part of the game...



An Andre Agassi impersonator smashes home a return of serve.



ANYONE FOR TENNIS?

Japanese developer Magical serve up an ace with *Centre Court*.

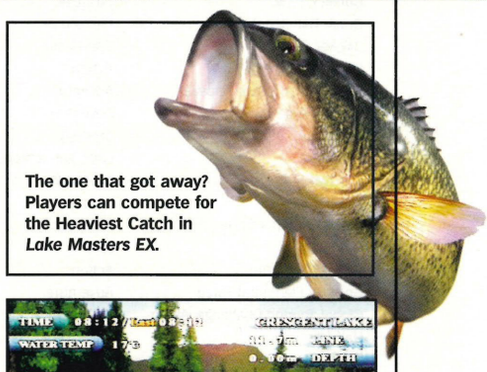
A NEW TENNIS SIM will soon have PS2 owners practising their serves and reaching for the barley water. *Centre Court* provides gamers with exhibition and tournament matches that can be played with eight varied fictional characters, each with particular strengths such as power serves or net play. A Create-A-Pro feature has also been included so players can aim to become a world tennis ace with their own unique character who gains experience and skills as they progress through *Centre Court*'s multiple tournaments.

Up to four players can enjoy single or doubles matches over grass, clay, hard or indoor court surfaces and a comprehensive training option will hone those lobs and backhand smashes. Developer Magical promise that the graphics will be suitably impressive, with realistic animation and tennis ball physics, plus crowd sound effects to put you right in the thick of the action. However, it still remains to be seen if *Centre Court* can compete with either Namco's forthcoming PS2 version of *Smash Court Tennis* or the might of Sega's promising *Tennis 2K2* now scheduled for PS2 release next spring (see page 60).

In other related news, *Centre Court* publisher Midas has also announced the release of a new fishing game, *Lake Masters EX*. Developed by *Robot Warlords* creators DaZZ, budding anglers can take part in tournaments, time trials and invitation-only events spread across many different lakes, including your own private patch of water to stock fish and add features. Using up to 30 lures, virtual fisherman can catch both Largemouth and Smallmouth Bass – ideal for mounting on any wall. ☐ **JS**

*Centre Court *and* Lake Masters EX *will be released through Midas in November and February 2002 respectively.*

A pigeon lands on the court to much hilarity. Sigh.



The one that got away? Players can compete for the Heaviest Catch in *Lake Masters EX*.

FRIGHT NIGHT

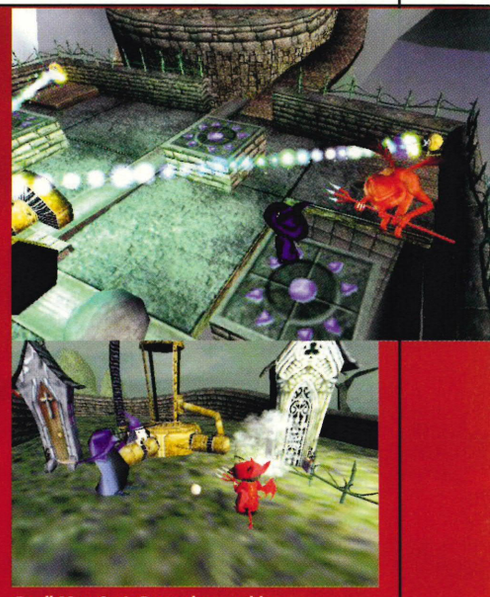
Scary goings-on in Kalisto's ghostly adventure, *Halloween*.

KALISTO IS LAUNCHING a cartoon platformer based on the spookiest night of the year, Halloween. Inspired by Stephen King books and films including *The Amityville Horror* and *The Mummy*, the game is set in the American settlement of Hollow City, where two children Ann and Greg are playing trick or treat on their neighbours. Dressed as the Devil and a witch, the duo accidentally stumble across a house possessed by evil spirits and are thrown into a nightmarish supernatural world.

OPS2 has played *Halloween* and it appears to be a competent, arcade puzzler/platformer that takes shades of gameplay from the *Medievil* games on PSone with large characters reminiscent of Capcom's upcoming *Maximo* (see page 78). Players can switch between Ann the witch and Greg the Devil at anytime, with each child possessing unique skills and magical power-ups to use against the many enemies and devious traps along the way. Control seems extremely pick-up-and-play, the lighting and backgrounds creating the right otherworldly atmosphere while the animation of the skeleton and spider foes is smooth and well-executed.

Halloween is only a single-player title, but has four varied worlds to keep gamers occupied with a disused science laboratory, ancient pyramid, spooky cemetery and a haunted house. However, we'll have to wait until next year's 31 October festival of fear to see whether Kalisto's evil-tinged PlayStation 2 platformer is a trick or a treat. ☐ **JS**

*Halloween *will be released in autumn 2002 through Wanadoo.*



***Devil May Cry*'s Dante has nothing on *Halloween*'s hellish Greg. Well, maybe.**

CHARACTER ASSASSINATION

Every month, *OPS2* decamps to a medieval castle in sunny Romania to create the most perfect game characters from the still-twitching discarded bits of other PS2 personalities. You know, a bit like Frankenstein did. The doctor, not the monster. To kick off with, we've crafted possibly the best action hero never to have existed. Gulp.

CHARACTER ASSASSINATION #01

THE PERFECT ACTION HERO

1. Dante from *Devil May Cry*'s bewitchingly cool (not to mention nonchalantly homicidal) ultraviolent sword/gun combo.

2. The shiny robo-body armour of the Jehuty Orbital Frame from *ZOE*, now with added *Robot Wars* Hypno Disc codpiece – bump and quite literally grind.

3. The Arnie-beating one-liners of *Monkey Island*'s Guybrush Threepwood. "Look behind you! A three-headed monkey!" Yes.

4. The 'no time to condition' trailer trash mullet of *Metal Gear Solid 2*'s Solid Snake.

5. The huge stretchy, scaly arm from *Resident Evil Code: Veronica X*'s dirty Bandersnatch.

6. *Maximo*'s pristine, stain-free white-with-red-hearts boxer shorts.

7. "Don't fancy yours much..." – Scare enemies with *Gift*'s custard-coloured saucer eyes.

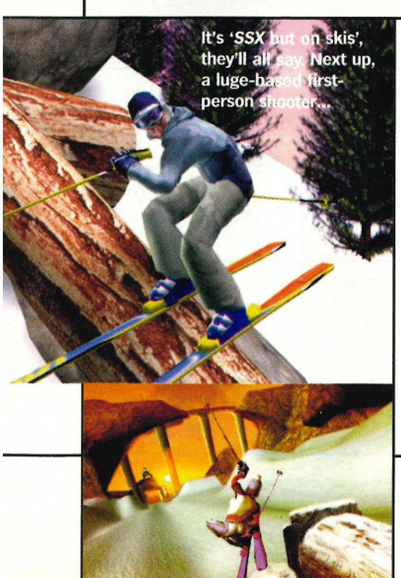
8. The insanely-confident 'what-does-he-know-that-I-don't?' rictus grin of *Crazy Taxi*'s BD Joe.

9. Pulling off a spectacular Benihana will be no problem with Mr Tony Hawk's scarred legs.

10. Scaling walls and always landing the right way up will be a breeze with *Fur Fighter* Juliette's paws.

11. Spot distant enemies with a built-in robotic zoom lens courtesy of the nanotechnology upgrades of *Deus Ex*'s JC Denton.

WORDS: JAMIE & FITZ/ILLUSTRATION: LUCY



It's '*SSX* but on skis', they'll all say. Next up, a luge-based first-person shooter...

HIT THE SLOPES

3DO's *Jonny Mosely Mad Trix* puts the trick slant on skiing.

THE PS2'S FIRST trick-based skiing game will feature Jonny Mosely, gold medal winner at the 1998 Winter Olympics. The self-confessed 'avid gamer' will be the face-on-the-box of a title which sees itself as a natural contender to EA Sports Big's *SSX Tricky*.

"The environments you are skiing in are a lot more fun than the *SSX Tricky* environments," explains Kudo Tsunoda, Development Team Leader, 3DO US. "Plus, our levels are enormous, dwarfing the size of the EA game's levels." Little has been seen of the game yet to substantiate these bold claims, but we've been assured a specially designed 'next-gen game engine' has been put in place to create the environments including San Francisco (huh?), Las Vegas (what?) and Rome (hang on...). Looks like realism has been put on hold in terms of the level design.

Most importantly, the title should have no shortage of tricks with over 1,000 to master, predominantly unique to skiing. These will doubtless include Mosely's trademark '360..mute grab'. Tsunoda promises that players will be amazed at the possibilities that a pair of skis can provide, making particularly excited reference to a set piece moment where you have to jump over a moving train.

So what does Mosely think of the game? "He personally wants to make sure that this is a title that gamers like himself will love," says Tsonuda. ☐ **GW**

*Jonny Mosely Mad Trix *is scheduled for release this Christmas.*

SPY

Cheap thrills: (Left) *Arena Warrior* and (Right) *Robot Warlords.*

Prices slashed – *Dynasty Warriors 2* available for under 15 quid.

CHEAP AND CHEERFUL

Midas unveil a range of cut-price PlayStation 2 titles.

CASH-STRAPPED PLAYSTATION 2 gamers will soon be able to buy a new range of titles for just £14.99. Midas has announced a total of six PS2 games to be released under its Pocket Price label, leading the charge with a re-release of its KOEI-developed action adventure *Dynasty Warriors 2* (*OPS2* #02, 7/10). "The idea is to provide a lot more choice with less risk to the consumer," says Matt Huband, Marketing and PR Executive for Midas. "People may shy of spending £40 on a title that they may not like, whereas at £15 it's much more of an impulse buy – and these are not shoddy games."

//"We provide a lot more choice with less risk to the consumer," Matt Huband, Midas//

Other titles on the shelves from 7 December include *Championship Pool*, which is based on the same engine as Blade Interactive's excellent *World Championship Snooker* game, *Robot Warlords*, *ISK International Super Kart* and an *Arkanoid* clone called *Dionakra* (that's *Arkanoid* spelled backwards if you haven't already noticed). The remaining title confirmed at the time of going to press was *Arena Warrior*, which happens to be a UK version of the bizarre Japanese wrestling game *Baki The Grappler*, featuring the heavily scarred lead character from the hugely successful anime series *Grappler Baki: The Ultimate Fighter.*

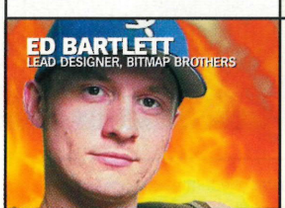
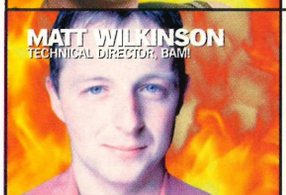
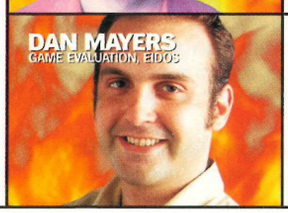
Whether the whole of the Midas budget range turns out to be pure gold remains to be seen, but the fact that you'll soon be able to grab a copy of the quality title *Dynasty Warriors 2* for a bargain price has to be great news for PS2 gamers. ☐ **JS**

THE BURNING QUESTION

***OPS2* grills the videogames industry's finest on a hot videogames topic.**

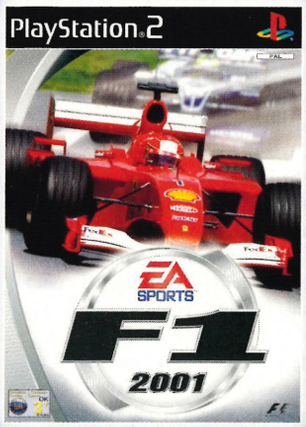
THIS MONTH

DO BIGGER BUDGETS MEAN BETTER PLAYSTATION 2 GAMES?

	Does more money spent on videogames mean more involving gameplay?	Is it possible to develop a top-selling PS2 videogame on a small budget?	What is the minimum cost and development time for making a PS2 game now?	Name one game that obviously cost very little to make but is still incredibly playable.	So, do bigger budgets mean better PlayStation 2 games?
 **ED BARTLETT** LEAD DESIGNER, BITMAP BROTHERS	No. Although the way some of the larger studios and publishers work you would be forgiven for thinking so. *Operation Flashpoint* on PC is probably a good example – it was cheap because it was developed in the Czech Republic. UK development has a reputation for being expensive.	The problem with console games is that you need development kits to create them. When you factor in the increase in graphical detail and the fact the PS2 isn't the simplest platform to code for, your budget is only ever going to be on the increase.	I can remember reading some wild quotes from certain corners of the industry when Sony first announced the PS2, predicting that development costs could spiral up to and over the £10m mark You could certainly do something resembling a game for less than a tenth of that.	*Fantavision* did a good job of sucking me in, although they could have done more with the concept for very little extra effort or cost.	
 **MATT WILKINSON** TECHNICAL DIRECTOR, BAM!	No. A larger budget will normally mean that the game will have more content, purely because there's more people working on it, but this doesn't mean that it will be any better to play.	Yes, it's possible but is becoming more difficult. Aside from the fact that how well a game sells is largely down to marketing, the games-buying public are after larger and more complex games which means larger teams and much higher costs involved.	For an original title, starting from scratch, I'd say that absolute minimum time would be 12 months, and the budget would be at least £1.2 million.	It's tricky to think of any games on PS2 that cost little to make. Conversions of PSone games (such as *Ridge Racer*) would take less time and probably cost less to make because of the existing code base, but it'll still be an expensive business.	
 **DAN MAYERS** GAME EVALUATION, EIDOS	No. More money spent on games usually means more money invested in technology. Inventive gameplay comes at the design stage and good ideas come free.	It's possible to develop a top game on any format game on a small budget if you're truly creative. Like truly, truly creative.	That's £279 for your PS2, 6 X £5 for six issues of *OPS2* and a bit of time spent mugging up on Jamie Sefton's big Yabasic column…	*Tetris* is the obvious one. That was 50 roubles and a couple of hundred Marlboro Reds wasn't it?	

HMV

seriouslyaddictive...



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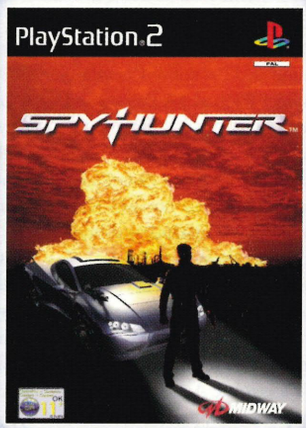
F1 2001

Battle for position at every sweeping bend, high-speed straight and hairpin turn within the world's most glamorous sporting arena. From Monaco to Monza, take on the most intelligent and daring racers to hit the Formula One circuit. The circuit comes to life with fully interactive pit stops, roaring crowds, a buzzing grid, driver animations and a full spectrum of driving conditions, including torrential downpours and other mid-race weather changes. Add the official 2001 FIA Formula One World Championship license and *F1 2001* is poised to reach new milestones in motor sports gaming.

OUT NOW



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SPY HUNTER

Twenty years on from its original arcade run the legendary *Spy Hunter* game returns to our screens. Racing across road and sea you must dodge bullets, swerve crashing cars and take out the enemy (the evil NOSTRA agency). With the amazing G6155 Interceptor able to travel on road and sea and turn itself into a motorbike and jet ski, you'd better get ready to strap yourself in for a full on, full speed adventure.

"A beautifully crafted, knockabout thrill" PSM2

RELEASED 19TH OCTOBER

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GRAND THEFT AUTO III

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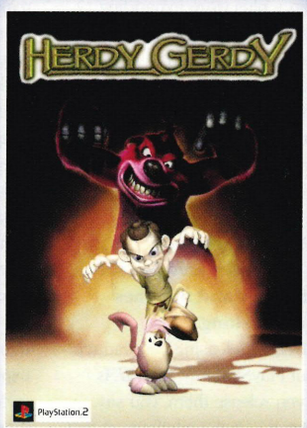

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HERDY GERDY

Get ready for the highly anticipated *Herdy Gerdy*, a game that not only pushes PlayStation 2 to its limits but also offers a whole new take on 3D gaming. Gerdy, an apprentice herder, must embark on an epic quest to avenge his father's nemesis, Sadorf, and restore goodness to Balley Island. This graphically stunning adventure game introduces a totally new genre of gameplay combining puzzle solving with tactical and platform elements. Don't miss this massive game featuring a dramatic story line, breathtaking cinematic sequences and engaging gameplay.

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WORDS: MIKE GOLDSMITH/PHOTOGRAPHY: KATHARINE LANE-SIMMS

Bruce McMillan

He's a Canadian who created *FIFA*, he's Senior Vice President of EA Europe and now he wants a living city in EA's F1 games...

From the outside in, Bruce McMillan has got it all. Homes in London and his native Canada, a swanky VP job at EA Europe and a track record that starts with creating the million-selling *FIFA* series and currently finishes with ensuring that Electronic Arts' range of licensed PS2 games not only play as good as they look, but will expand to include original titles. Games aren't games to Bruce McMillan – they're experiences, and at EA's Chertsey HQ, he tells *OPS2* just what he means.

We're a year into the PS2's life now. Are you happy with Electronic Arts' position?
I'm personally very proud of it, and our company is as well. We came out of the first wave with some really strong offerings. *SSX* is the number one title around the world right now – and it's an original title. It's very easy to move existing games from platform to platform, but to create an original title and release it on a new platform is that much more difficult. We really pushed the PS2 hardware with *SSX* and that game has some amazing things in it. *SSX Tricky* will push that even further. We're trying to have a balanced portfolio – plus we're expanding. Because of EA's size, we have to go into other areas and we were very determined to have a strong mix of original titles. *SSX* is one. *Bond* is another – there's no 007 movie this year so we had a great opportunity to release an original James Bond experience.

How do you see game development evolving on PS2? On the original PlayStation, the difference between the original batch of games and the ones released now is astonishing.
I was heavily involved in releasing EA's launch titles on the original PlayStation – the *FIFA*s and *NHL*s. When you release them, you say, 'That's the best I can do on this platform at that point.' You then look four or five years on, and it pales in comparison. Look at our first *FIFA* and last *FIFA* on PSone – there's no comparison. I think that's going to continue on PS2 and the technology will continue to evolve.

What's exciting for us at EA is that all our studios work very closely together so the underlying technologies are shared. So the technology you see in *SSX* is also available for *FIFA*. Now we're not trying to replicate games, but using technology to deliver better experiences. I think you're going to see an *SSX* in a couple of years that is going to completely date what we released the first time around – and that was and is an incredible game.

You're now seeing very dramatic entertainment 'moments' being put into games – *FIFA 2002* has a lot of them in it right now, in terms of pulling the camera away from the player. A couple of years ago, people would have said, 'You can't do that. It's taking the gameplay experience away.' Actually, we're just adding more entertainment to the process.

But while PS2 games are going to look better and better, that's not the point – it's how the gameplay can evolve to compliment these realistic looks.
I think the videogame industry is putting itself in a really dangerous position if it just goes for realism. This industry will kill itself if it just goes for realistic looks without paying attention to entertainment. I would rather have less detail and a better gaming experience. If you look back to the early days, we were just moving a couple of pixels around on the screen and keeping people entertained with that. Hell, there's PSone games that I still play on my PlayStation 2 simply because they're more entertaining. The companies who are going to lead on PS2 are the ones who tap into that entertainment experience, but have the technological skill behind them as well.

"SSX is one of the best EA games for online play. Agree a time with your mates and meet up for a race"

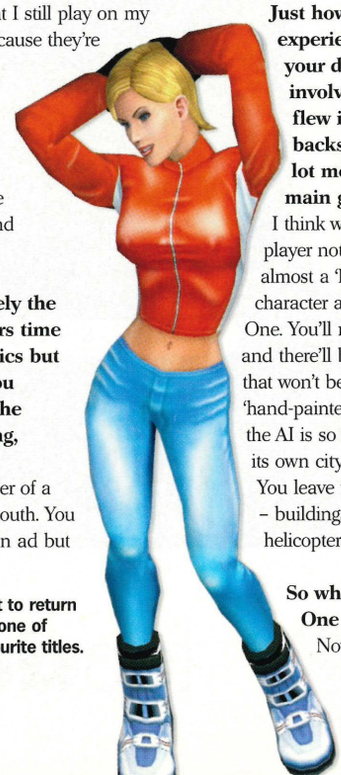
If that's the case, surely the difference in five years time will not be the graphics but how a game 'feels'. You won't be able to tell the difference by watching, only by playing...
It'll be like seeing a trailer of a movie versus word of mouth. You can't evoke tears from an ad but you can put people in a movie theatre and make them cry. I think [with PS2] you'll have people crying, you'll have fear... In the PC version of *Medal Of Honor*, the invasion on Omaha beach – you're there, you're a soldier on that beach. What I tried to do with that game is work with the LA studio and reinvent what fantasy role-playing is. I want to be on the beach with a bunch of soldiers. I want to yell at them, and have them barking orders at me. I don't want, 'Your third guy is hungry.' I want to see a guy that if I don't get him out of the way, he's gone – he's going to be blown up.

That's fantasy role-playing, that's an immersive experience – it's not looking at stats on a screen and saying, 'Oh, my Health Meter's going down.' The player is alive or dead. Your mates are alive or dead. That's where I think we're going on PS2.

How big a part does the online option play in evolving games on PlayStation 2 into something 'more'?
We're positioned for online in that EA already has the technology ready to go in our key products – it's part of our library system so it's there. Look at our sports titles – they're naturals for online play. Look at *Medal Of Honor* – the multiplayer aspect is perfect for online. Actually, I think *SSX* is one of the best games for online – you agree a time with your mates and meet up with them for a downhill race.

Just how big can that game experience get? You once mentioned your dream Formula One game, involving a helicopter sim as you flew in, an RPG element to the backstage sponsors village and a lot more events based 'around' the main game.
I think we can get there. You'll have a player not go into a Career mode but almost a 'Life' mode. You'll create a character and then live the life of Formula One. You'll race but also go behind the stands and there'll be a real city thriving there – and that won't be a city that we grew because we 'hand-painted' it, but a city that exists because the AI is so sophisticated that the game grew its own city. That's where we're going to go. You leave that game on, and the city evolves – buildings go up, buildings go down, helicopters fly in and out... We can do it.

So when we can expect the Formula One add-on pack for *The Sims*?
Now that would be a great one! □



Elise here is set to return for *SSX Tricky*, one of McMillan's favourite titles.

Curriculum Vitae

Name: **Bruce McMillan**

Title: **Senior Vice President EA Europe, Group Studio General Manager**

Nationality: **Canadian**

Age: **38**

Background: **Born in Canada, residences in London, UK and Vancouver, Canada**

Company profile: **Moved to EA when EA purchased Distinctive Software, the company McMillan was co-founder of in July 1991**

Previous jobs/ responsibilities: **Co-founder of EA Canada (previously of Distinctive Software)**

Previous games: **McMillan created and designed the first true 3D sports games with *FIFA 3D0*. Also responsible for *Test Drive, HardBall, Triple Play, NHL Hockey* and *Need for Speed***

Current responsibilities at EA: **Focused on designing and developing the new Harry Potter products and the new James Bond title, *Agent Under Fire***

Favourite books: ***The Art Of Happiness: A Handbook For Living; A Brief History Of Time: From The Big Bang To Black Holes; Computer Game Design For Dummies...***

Favourite bands: **Dire Straits, Bare Naked Ladies, Matchbox 20, Andrea Bocelli**

Favourite footballers: **Michael Owen, Ryan Giggs, Emmanuel Petit, Alessandro Del Piero**

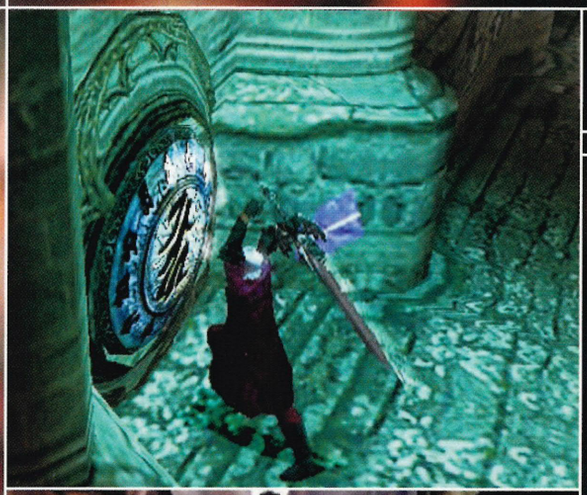
FIFA creator Bruce McMillan pictured at EA's Norman Foster-designed Chertsey HQ.

"By the power of grey hair!!" He-man Dante limbers up for next issue's exclusive *Devil May Cry* review.

next month
in the december issue of

PlayStation.2
OFFICIAL MAGAZINE-UK

DEVIL MAY CRY



FROM THE MAKERS OF RESIDENT EVIL COMES THE MOST SPECTACULAR PS2 GAME YET. NEXT ISSUE, WE TAKE YOU INSIDE THE DEVILISH WORLD OF DANTE IN OUR EXCLUSIVE REVIEW.

MAG CONTENTS

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BEHIND-THE-SCENES WITH **HEADHUNTER** – COULD THIS GAME TRUMP MGS2?

WHO WANTS TO BE IN **WHO WANTS TO BE A MILLIONAIRE?** OPS2'S IN THE HOT SEAT!

PLUS: MAX PAYNE/**RESIDENT EVIL CODE: VERONICA X WALKTHROUGH**/JAK AND DAXTER PREVIEWED/**HANDS-ON WITH SSX TRICKY**/PRO EVOLUTION SOCCER/**MORE**

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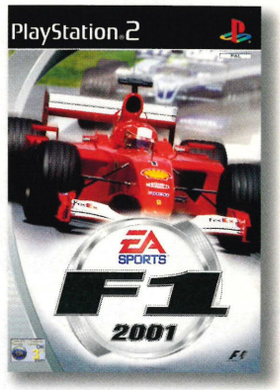
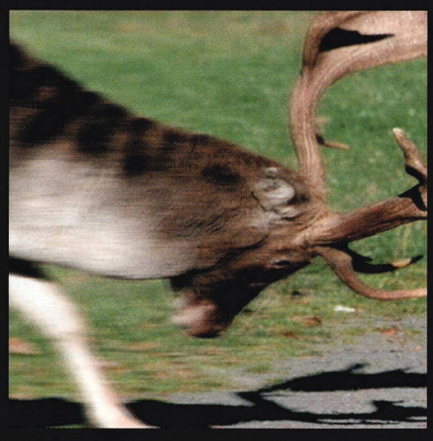


EYES NARROW WITH FOCUSED DESIRE AS YOU BEAR DOWN ON THE PACK.

DANGER MOCKING YOU IN YOUR WING MIRRORS.

AND DEFEAT'S HOT BREATH ON THE BACK OF YOUR NECK.

LOCK HORNS WITH THE FASTEST MEN ON EARTH.



EA SPORTS

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THA DOGFATHER

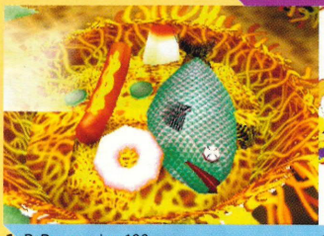
TEXT: SAM RICHARDS

Don't call it a comeback, 'cos videogaming's only canine MC has been here for years, inspiring rhythm action games of all guises. *PaRappa The Rapper 2* sees our pedigree chum return to save the world from noodlisation with the help of his Dad, Papa PaRappa. To celebrate, *OPS2* passes the mic to PaRappa's Westlife-worshipping creator Masaya Matsuura.

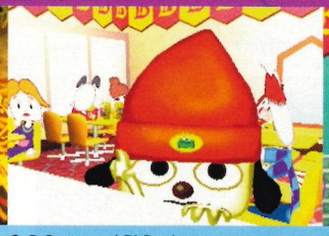
He's gotta believe! PaRappa scales new heights of lunacy in his PS2 debut.

PARAPPA VERSUS COLONEL NOODLE

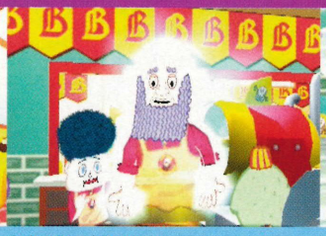
How the story of *PaRappa The Rapper 2* shapes up.



1. PaRappa wins 100 years' supply of noodles. It was great at first, but now the sight of noodles for every meal is making him ill.



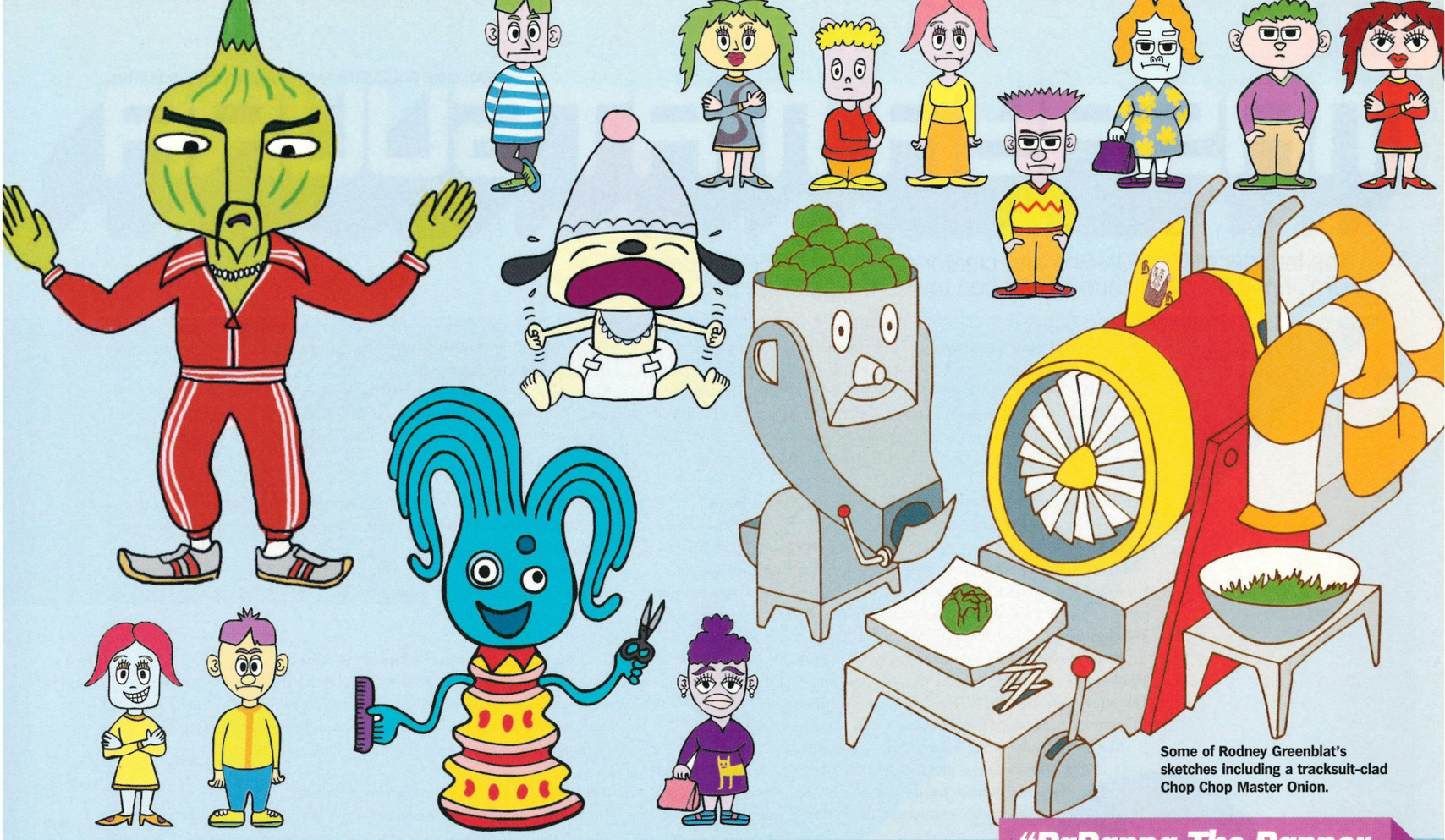
2. PaRappa and PJ Berri head out to Beard Burger – "a PaRappa Town tradition" – for a change of diet.



3. But Beard Burger is only serving noodles! Cue the resurrection of the late Beard Burger Master who berates his son for letting the business go to pot.

4. Beard Burger Master teaches PaRappa how to make burgers. No wonder MacDonald's used this game for a Japanese Happy Meal promotion.

5. A cameo for *PaRappa* artist Rodney Greenblat as a TV newscaster who reports that all food in PaRappa Town is turning into noodles.



Some of Rodney Greenblat's sketches including a tracksuit-clad Chop Chop Master Onion.

"PaRappa The Rapper changed the way videogame music is thought about"

Kick, punch, you all remember... even if you never bought the first *PaRappa The Rapper* game on PSone, you'll be familiar with the antics of gaming's only rapping hound. Japanese developer NanaOn-Sha's groundbreaking rhythm action game exerted an influence far beyond its meagre UK sales figures, changing the whole way videogame music is thought about. *Beatmania*, *Dancing Stage*, *Space Channel 5* and *Rez* all owe a debt to the dancing dog. Now PaRappa is back to claim what's rightfully his – or, at least, he's going to rap along as a man with an onion for a head teaches him karate.

PaRappa The Rapper didn't necessarily set out to innovate, it set out to entertain. Deeply surreal story lines, imaginative cartoon animations courtesy of Rodney Alan Greenblat and a genuinely funky soundtrack combined to put a smile on the most curmudgeonly of faces. The interactive element may have been relatively simplistic – follow instructions to press buttons in time to the music, Simon-style – but the satisfaction of correctly timing PaRappa's phrases was difficult to beat.

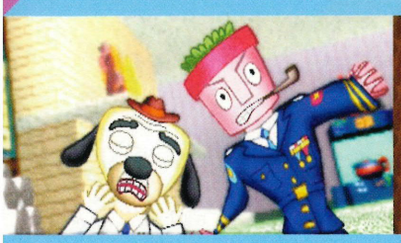
A second PSone game featured guitar-wielding riot grrl Um Jammer Lammy, but it seemed rapping was more popular than riffing. Masaya Matsuura and his NanOn-Sha team then took time out from Greenblat's universe to create the equally unique *Vib Ribbon*, which featured a wireframe rabbit skipping in time to the player's choice of music.

For PaRappa's PS2 appearance early next year, you can expect the music quality bar to be raised higher as Seventies-tinged soul jams meet daisy age hip-hop. Chop Chop Master Onion comes over all Barry White, new character Guru Ant dispenses nuggets of wisdom in a Gil Scott Heron stylee and Instructor Moosesha does a convincing Queen Latifah. On a BMX.

In fact, the music is so good that esteemed New York hip-hop label Tommy Boy has got involved and is issuing the soundtrack CD to the *PaRappa The Rapper* TV series in Japan, with venerable rap trio De La Soul apparently contributing to a specially-recorded theme song. Hopefully this TV soundtrack will also see the light of day in the West someday.

The main story of *PaRappa 2* involves PaRappa Town being terrorised by an evil entity who is transforming every foodstuff into noodles. Meanwhile, PaRappa is suffering paranoid nightmares concerning his lack of maturity. It's quite a trip. As with previous games, the adventure is a little short, but longevity is broadened by the inclusion of a Versus mode which can be played against a human or computer opponent.

You may think it's all too cute, you may not get the joke, you may prefer bleak nu-metal to day-glo rap. You'd be easily forgiven for neglecting *PaRappa The Rapper 2* in favour of more traditionally substantial gaming delights. But in this cruel, cruel world, sometimes all we need is a strong dose of childlike, innocent joy. Can NanaOn-Sha deliver? We gotta believe! □



6. Introducing the one and only Papa PaRappa, who reckons that he's invented a de-noodliser, but only succeeds in shrinking himself.

7. PaRappa and PJ return home and switch on the TV. Chop Chop Master Onion is now a crooner-cum-fitness-instructor presenting the *Romantic Karate* show.

8. Chop Chop Master Onion advises viewers to "get it on." PaRappa and PJ are caught in a distinctly erotic clinch.

9. PaRappa and PJ manage to accidentally shrink themselves, too, closely followed by Lammy and her Milk Can colleagues.

10. Guru Ant materialises to show PaRappa that the only way to become big again is to follow a path of spiritual maturity.

TEXT: MIKE GOLDSMITH/PHOTOGRAPHY: MARTIN BURTON

MASAYA MATSUURA

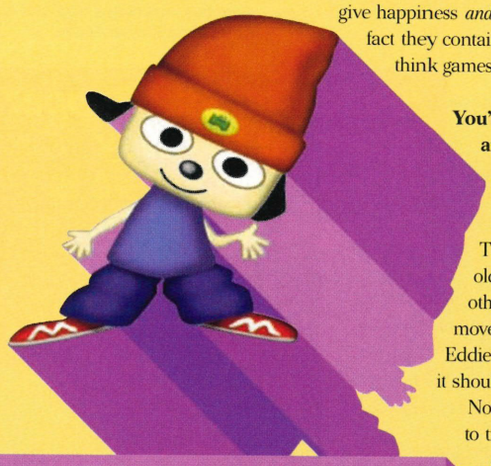
The founder of NanaOn-Sha and creator of *PaRappa The Rapper*, *Um Jammer Lammy* and *Vib Ribbon* trades rhymes with *OPS2*.

Tell us about your pre-*PaRappa* days in the music industry.
I started my music career in 1983. I was in a duo with a female singer, kind of like Yazoo. I signed with Sony Music, we had a few albums released and went more towards a band style. We did tours and many live shows. Finally the duo became exactly like a band so the music style changed from Europop to more of a rock style just like Depeche Mode.

What do you think of music in PS2 games at the moment?
I was talking to a European developer recently and he said that no-one cared about music tracks on games. But I don't think so! Games have various types of possibilities to present many artistic musical creations. For me, game creation is almost the same as music creation. I think many game developers should be aware of this kind of possibility instead of just chasing the playability of the game.

I have a very simple example. Several hundred years ago, a Japanese scholar said we have two kinds of 'good impression'. One is happiness. The other, pleasure. Happiness depends on the personality – people have different ideas of happiness. Pleasure, for all people, it is the same.

Movies or books or music can provide happiness but I think games give happiness *and* pleasure because of the interactivity and the fact they contain music and visuals and all other elements. I think games can have a much deeper impression.



"I think games give happiness *and* pleasure because of the interactivity"

You're creating very stylised 2D games in an industry that is pushing towards 3D realism. How are you able to compete with a 2D rapping dog and a wireframe rabbit?
That is the same as old music thinking. Some old fast-fingered guitarist is competing with other guitarists in how fast their fingers can move – you know, faster than the others. Like Eddie Van Halen – I think Van Halen are okay but it should not be a guitarist's Olympics!

Now it is like a developer's Olympics. It's okay to try to get a higher result from the same environment. It's good competition to know which developer has good technology. But this has nothing to do with the artistry of the game.

Are you saying there aren't enough artists working with PlayStation 2?
That's right.

In *Um Jammer Lammy* you used the analogue sticks to create a wah-wah effect. Are they any new gameplay features of that kind in *PaRappa The Rapper 2*?
This time, we gave up [laughs]. We worked so hard… Of course, the PS2 has lots of possibilities now but we started at a very early age of PS2 development and the libraries were not there, so we spent a longer time on the actual game.

What do you think about using custom peripherals such as the *Guitar Freaks* controller, or even a voice recognition microphone, with your games?
Right, right, right. Now we are doing another non-*PaRappa* project using some kind of new features of technology… I'm sorry, I can't say anything about it yet. Maybe soon!

Do you have any further plans for *PaRappa*?
Basically, I want the game to keep going forward. The game business is very bumpy so it's up to the consumer. If everyone wants to keep me doing something or other, I will do it. But if the consumer doesn't like my creations, I have to think of new things instead of this.

What are you listening to at the moment?
I'm listening to, ah, let's see, recently I am listening to… Westlife!

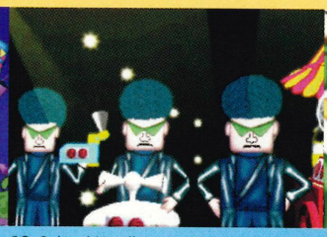
Seriously? Are you a big fan of pop and J-pop?
I love pop music – but I hate J-pop. There is much, shall we say, enterprise-based music coming out from the Western world right now. Westlife are like that. They're soft! They're so soft! *[Laughs]*

It's 'difficult' to pinpoint the Westlife influence in the game, but there's certainly a lot of classic soul in there…
I always listen to Seventies soul during my game development! Isaac Hayes, Marvin Gaye, the Isley Brothers. But it's a little hard to explain why I listen to these voices.

I always do my compositions alone. I play various types of instruments and I'm always doing overdubbing. Sometimes it goes very slow because my brain is only one – the bass player, drummer, guitarist is all the same person. Listening to soul music like Stevie Wonder teaches me a lot about this process because it's recorded by individual players. With the Isley Brothers there is no blood relation, they are not family but they communicate closer than a family band. They are very close. I learn a lot from all these people.

We loved the *PaRappa The Rapper* record-playing Vinyl Killer van. Will there be any cool merchandise this time around?
We are doing a television series in Japan and the character merchandising is already huge right now. Also we did a collaboration for the theme song with De La Soul. The soundtrack will be out in Japan from Tommy Boy. □

11. Throughout the course of Guru Ant's song, he and PaRappa grow bigger than the planet. Everyone is soon returned to normal size.



12. Colonel Noodle begins to assemble his army of afro-haired henchman who plan further noodlisation of PaRappa Town.

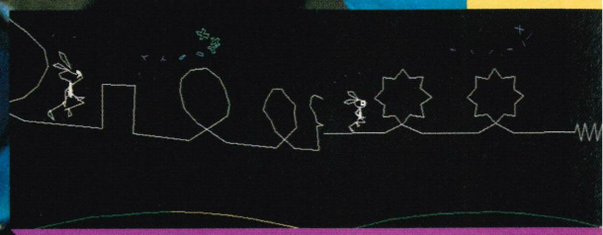
13. In response the PaRappa Town troops are drafted and line up with banjo bayonets.

14. PaRappa needs some training before he can join the army so he's put through his paces by hard-nosed female drill sergeant Instructor Moosesha.

15. Instructor Moosesha attempts to ready PaRappa for battle by teaching him to skip, how to ride in-line skates and how to pull stunts on a BMX.

PARAPPA THE RAPPER 2

Matsuura-san breathes new life into *PaRappa*.



"Will we ever see *Vib Ribbon* again?" asks *OPS2*. "You will, you will." Matsuura-san assures us.

Meet the hero of our tale – Capcom's not-so dark knight, Maximo.

TEXT: MIKE GOLDSMITH/PHOTOGRAPHY: KATHERINE LANE-SIMS

THE MAX FACTOR

American muscle cars constructed from actual working parts. Digital face-mapping with full lip-synching. An infinite whirl of polygons that can sculpt everything from facial pores to complete worlds. But if realism's where it's at on PlayStation 2, why is everyone talking about a cartoon knight called Maximo? *OPS2* investigates.

Picture the scene. You're at the E3 videogame show in Los Angeles. All around you are gigantic plasma screens pumping out videos of the latest and greatest PlayStation 2 creations. Polygonal skateboarders crumple into perfect anatomical balls, while licensed Japanese supercars powerslide around urban race tracks, their replays looking more like TV than TV. A now-dilapidated Hollywood sign gazes down onto the LA Convention Centre and the games industry looks back up admiringly, desperate for their latest game to look as real as anything that Hollywood puts on the silver screen – and in some cases, it does. It really does.

And then it starts to spread. "Have you seen that game over at Capcom's stand?" Um, *Devil May Cry*? "Just look at that – it's beautiful!" Are they showing the trailer of Milla Jovovich in the *Resi* film again? "I hope it's playable, it looks absolutely awesome." It's the busiest E3 ever yet people are fawning over what, alongside *Ico*, *Freak Out* and *Rez* (nee *K-Project*) will be one of the genuine, non-hyped hits of the whole three-day show. And when you understand that the majority of the above praise was gushed by PR representatives of rival game publishers, you know you're onto something.

The game in question was and is *Maximo*. Ostensibly a 3D update of Capcom's classic horror-based 2D side scroller *Ghosts'N Goblins* (see Retro 101), *Maximo: Ghosts To Glory* has been a quiet storm since it debuted at E3. Five months on and *Maximo*'s Senior Producer Mark Rogers can still remember people's reactions.

"We had some guy come up to us at E3, actually crying," recalls Rogers, talking to *OPS2* at Electronic Arts' recent EA Play press event (EA distribute Capcom's games in Europe). "This guy had tears in his eyes. He'd been waiting for someone to do an update of *Ghosts'N Goblins* for years. So we know these old games are highly regarded, and we have to do a good job or we'll get slagged off by everyone!"

Too right they will. Still played on arcade emulators around the world, *Ghosts'N Goblins* brings a tear to many a retro gamer's eye as memories of purist SNES gameplay, sublime animation, cool weapon power-ups, seemingly never-ending waves of enemies and leap-of-faith jumps come flooding back. *G'N G* was and is very much a coin-op classic, and Capcom's new American development office has chosen an update (or tribute, to be precise – more of which later) of the game to be its debut offering on PlayStation 2. It's a brave, high profile but logical choice, as Rogers explains.

"When we were setting up Capcom Digital Studios in the US and seeing what we wanted to do, we looked at the things that Capcom did really well," he explains. "They did *Street Fighter* and they did *Resident Evil*. There was no way we could compete internally with those. What were we going to do – make another *Resi*? Make another *Street Fighter*? But what Capcom did have was a huge back catalogue which was very highly regarded. So we thought, 'What if we take those ideas and bring them up to date?'"

And bring them up to date they have. *Maximo* is now a gorgeous 3D platform adventure that takes *Ghosts'N Goblins* as its starting point, and then uses the PlayStation 2 to bring out a depth only hinted at before.

But enough retro babble – what's the new game about? *Maximo: Ghosts To Glory* takes place in a superdeformed version of medieval Europe, where swords and sorcery are very much the order of the day. Inevitably, so is conflict, in the form of an evil demon who has kidnapped all six princesses of the realm and is intent on harnessing their power to open a gate to the demon world and take over the Earth. The demons are wreaking havoc, the world is strewn with skeletons and people are running blind in terror. Only one man can

Maximo can use his shield to defend or as a 'Frisbee attack'.

Take a couple of hits from the skeletons and Maximo will end up in his boxers.

"There are obvious references to *G'N G*. It's veined through *Maximo* like a piece of Blackpool rock," Mark Rogers, Senior Producer

save us – a brave knight by the name of Maximo. In order to save the world, rescue the six princesses from each of the game's half dozen towers and vanquish said foul demons, Maximo must hack, slash, jump and puzzle his way to victory, defeating one hell of a lot of skeletons on the way.

So think 3D platforming à la *Mario 64* meets, yes, *Ghosts'N Goblins* (something you're never allowed to forget, thanks to a new version of the classic *G'N G* tune playing in the background). As he jumps over the lava-filled chasms opened by the demons to get to the end of each level, Maximo must collect coins to buy various objects such as spells, power-ups, flaming swords etc. He must also collect the souls of the skeletons he so wantonly smashes to bit. The reason? Because Maximo is actually in league with the Grim Reaper himself. Death is angry that the boss demon has reanimated all these long-dead skeletons and wants them back – that means you can collect and trade in these souls for 'continues' when your health reaches zero. Better them than you.

TIME FOR A MAKEOVER

It's classic stuff – corking power-ups, simple combo attacks, good-looking 3D worlds, sweet animation (Maximo's sword can get stuck if he swipes it into a tree), handy treasure chests full of booty… But a question remains amidst all this rose-tinted nostalgia. Isn't *Maximo* just a case of turning an old 2D game into a 3D version?

"There are obvious references to *G'N G* all the way. It's veined through it like a piece of Blackpool rock," agrees Rogers. "However with *Maximo*, if you do really well and collect the power-ups, you now get additional armour – gold armour, additional helmets, while your shield can now be powered up so you can not only defend with it, but you can throw it and it returns to you like a Frisbee. You can also power up your swords. There are a lot of differences but there is one thing that does pull it back to *G'N G* – the way the enemies come at you. They don't come at you to play a game of chess – they're coming at you to give a real challenge just like in *G'N G*. You get a great feeling when you smash them into a pile of bones. It's a really good experience for the player – that's what the original game had and that's what we're trying to follow with *Maximo*. The *Ghosts To Glory* subtitle is only a hint to *G'N G* – it's not even a *G'N G*, it's a *G2G*! – but of course, we're conscious of it. We really like the history that we have. We embrace it, we don't try and run away from it."

But not only is *Maximo* a brave decision to take in terms of meddling with the past, it's also a braver one to take when you look at today's game shop shelves. Everything is 'realistic', everything is a 'sim', everything is 'physics'. In comparison, *Maximo* utilises hand animation, power-up management and secret bonus levels. It's a good old-fashioned gamer's game.

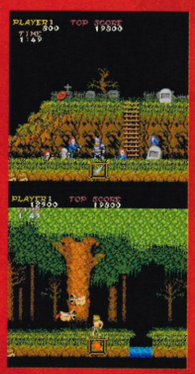
"A few months back I was at a big game store in the States, looking at the cross-section of games you can get for PlayStation 2," recalls Rogers. "There were about 50 PS2 titles on show – and 25 of them were racing games. Personally, I think people want a different experience – something that's fun. Now the original *Ghosts'N Goblins* was a great game, but most people only saw the first 20-30 'yards' of that game because it was so difficult. *Maximo* is going to be much more accessible that that.

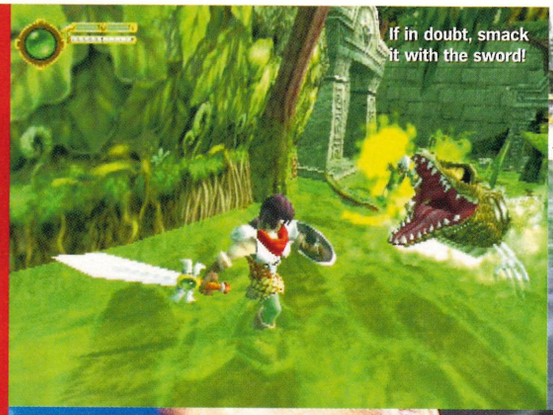
"We think that these classic games have a lot to teach us on PS2. The old arcade games – if people didn't like them they wouldn't put their money in – and that's the ultimate test. With home consoles,

RETRO 101

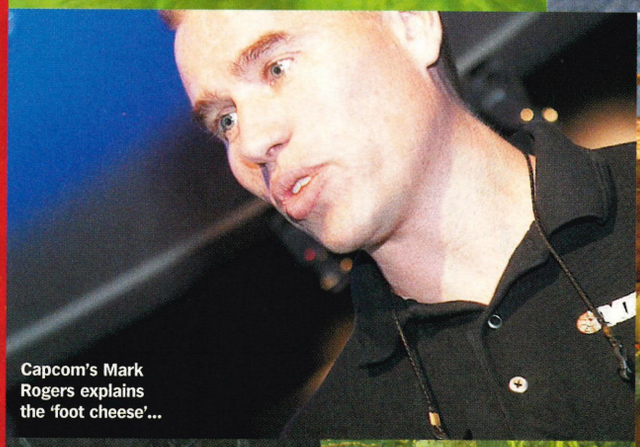
Capcom's classic side-scroller *Ghosts'N Goblins* will be familiar to gamers of a certain age. For the younger reader, here's what all the fuss was about...

Translated from the original Japanese name *Makaimura* (meaning *Demon World Village*) and released as a coin-op by Capcom back in 1985, *Ghosts'N Goblins* told the story of Sir Arthur. Arthur was a knight who had to run, jump and stab his way through six scrolling levels to rescue his beloved Princess Guinevere. To smite the zombies, bats, ghosts and demons who blocked his path, Arthur could and would throw his weapon (you could pick up an axe, lance, cross, dagger or firebrand) until he reached each stage's end-of-level boss. Taking a single hit would shatter your armour leaving you to take on the undead hordes in your pants. But it wasn't boxer shorts, hidden bonuses or countless nasties that marked out *Ghosts'N Goblins* – it was the fact that it was impossible to finish (and thus addictive as hell). You could beat the graveyard/forest level, get past the caves and take on the castle's protectors but it was so hard, only a few valiant button bashers saw the final boss. UK gamers spent countless 10p's trying to survive on the Taito-produced coin-op version, but a year later they could practice on the ZX Spectrum and C64 ports released by Elite Systems.





If in doubt, smack it with the sword!

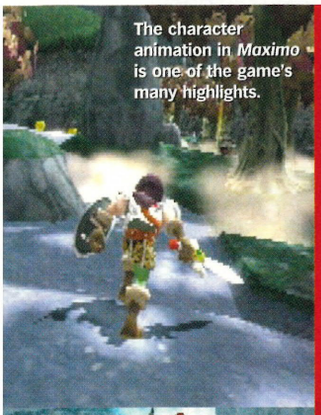


Capcom's Mark Rogers explains the 'foot cheese'...

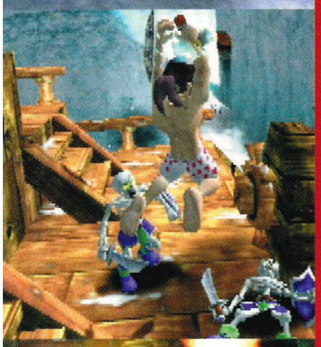
Power-ups include this natty red helmet.

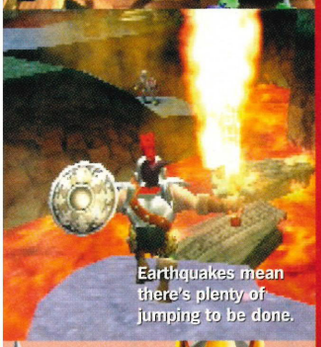
Maximo might be an all-ages game but don't expect chuckles here to be friendly.

Shades of *Little Shops Of Horrors*...

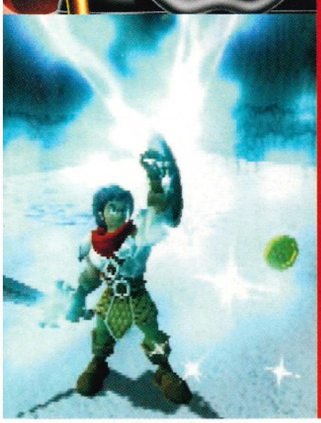


The character animation in *Maximo* is one of the game's many highlights.





Earthquakes mean there's plenty of jumping to be done.



people have lost that experience. They pay their money up front, they get their game and say, 'Well, that's really nice and everything.' They don't have to spend their time getting into it and so sometimes there's not that 'continuing' interest throughout the game. We tried to get back that experience for *Maximo*."

And in 2001, that experience also means fun. Despite the game's animated horror setting, *Maximo* is riddled with gags – from the cartoon-quality animation to the way you know that Maximo is in danger of losing his health (his armour falls off, leaving only his red-and-white boxer shorts just like in the original *G'N G*) to the boss enemies (beat up huge Frankenstein-alike Gus by stabbing his toes until he falls into the grave he dug for you). And then there's the small matter of the 'foot cheese'. Rogers smiles.

"Maximo collects coins, which he uses to buy things and devices," he continues. "If he had, say 500 coins, he'd be able to buy the 'foot cheese'. Now there are various areas in the game which are 'cursed earth', and undead hands will pop up from the ground and try to grab you. However if you get the 'foot cheese' and rub it on your feet, the hands won't come near you as you now have smelly feet."

A HAPPY ENDING

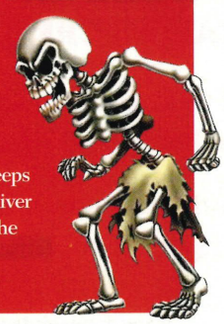
So *Maximo* looks great, draws on a grand Capcom tradition and already plays like a dream – but why all the fuss? It's back to that old chestnut – gameplay. As Rogers talks us through the various levels of *Maximo*, time and time again he returns to such classic terminology as 'double jump' and 'boss levels'. The only other game to truly bring that to PlayStation 2 is *Crash Bandicoot*, a game that shares many classic gameplay elements with Rogers' baby. *Crash* might have flown its Naughty Dog birthplace back to Universal, but all the vital elements are still there in the forthcoming PS2 version of *Crash* from UK developer Traveller's Tales. Does Capcom see *Crash* as a rival?

"I really liked *Crash Bandicoot*, and if these games have anything in common, it's a respect for real gaming principles," smiles Rogers. "The double jump in both games is a classic – if you just hit the button to jump, the player 'forgets' about it. If you have a double jump, you have the anticipation of when to hit the button again, when to time things, when to go for the longer jump.

"There are so many more things you can do with that mechanic. *Maximo* has similar principles to *Crash* – it's very easy to get into, it has good progression throughout etc – but only because they both go back to the fundementals of classic gaming. Actually, the Director of our American studio is David Siller, who was involved in the first *Crash Bandicoot* when he was at Universal."

The game demo ends, the dictaphone is turned off and as a horde of incoming journos wait to fight mutated demons with a fiery sword dressed only in their polygonal shreddies, the gentle buzz that started at E3 is now snowballing into a genuine phenomenon. But the cynical journalist must remain impartial and so a final barb is thrown for Rogers to fend off. So, the obvious question again – is *Maximo* just a cash-in on an old licence? Something that was found abandoned in a dusty corner at Capcom Japan?

"The Head Of Research And Development and President Of Flagship at Capcom Japan is a man called Yoshiki Okomoto," explains Rogers. "He was at Capcom when the original *Ghosts'N Goblins* games were being made and as Head Of Research And Development, he's overseeing this project. I had a ten hour meeting with him about two weeks ago, where he sat and watched me play *Maximo* for four hours straight. We then had six hours of intense discussion about various areas of the game – how it could be improved or tweaked here and there. So, yes, you can say there's great interest from Capcom Japan…"



Ghosts'N Goblins is a classic. If Okomoto-san keeps wielding his stick and Capcom's American wing deliver on the promise *Maximo* so obviously shows, then the PS2 version could be one too. □

Q&A

SUSUMU MATSUSHITA

OPS2 talks to the artist behind *Maximo*.

If you've ever read a Japanese games magazine. It's likely you've seen the work of Susumu Matsushita. A children's book illustrator and magazine artist, Matsushita-san's is the regular cover artist for Japanese game mag, *Weekly Famitsu* where his rendition of *Famitsu* mascot Necky the fox adorns every issue. Matsushita has also contributed character design for five games, including Saturn game *Shadows Of The Tusk* (1998) and the cover of *Motor Toon GP*, a PSone cartoon racer developed by a certain Polyphony Digital.

With his art appearing in seven magazines a month and over 3,000 characters in the back catalogue of his Dream Ranch Inc company, Matsushita is bringing his vibrant cartoon sensibility to *Maximo*. We chatted with the now-London based illustrator via his translator at the EA Play event.

Where did you seek your inspiration when creating the character of *Maximo*?
The movies of Ray Harryhausen – stuff like *Jason And The Argonauts*. I used to be influenced by American comics but now it's more European stuff – especially French comics like the *Heavy Metal* strips.

You've designed 40 characters for *Maximo* – what's your favourite one?
My favourite has to be a fat character called Gram. Thankfully, the PS2 has enough polygons to render him!

***Maximo* the game is inspired by *Ghosts'N Goblins* – is the character design?**
We were inspired by the art style and plot. And we wanted the gameplay to satisfy the original fans.

Your work shows a fascination with architecture – are you just creating characters for *Maximo* or are you also helping build the worlds?
I put a lot of influence into the development of their style.

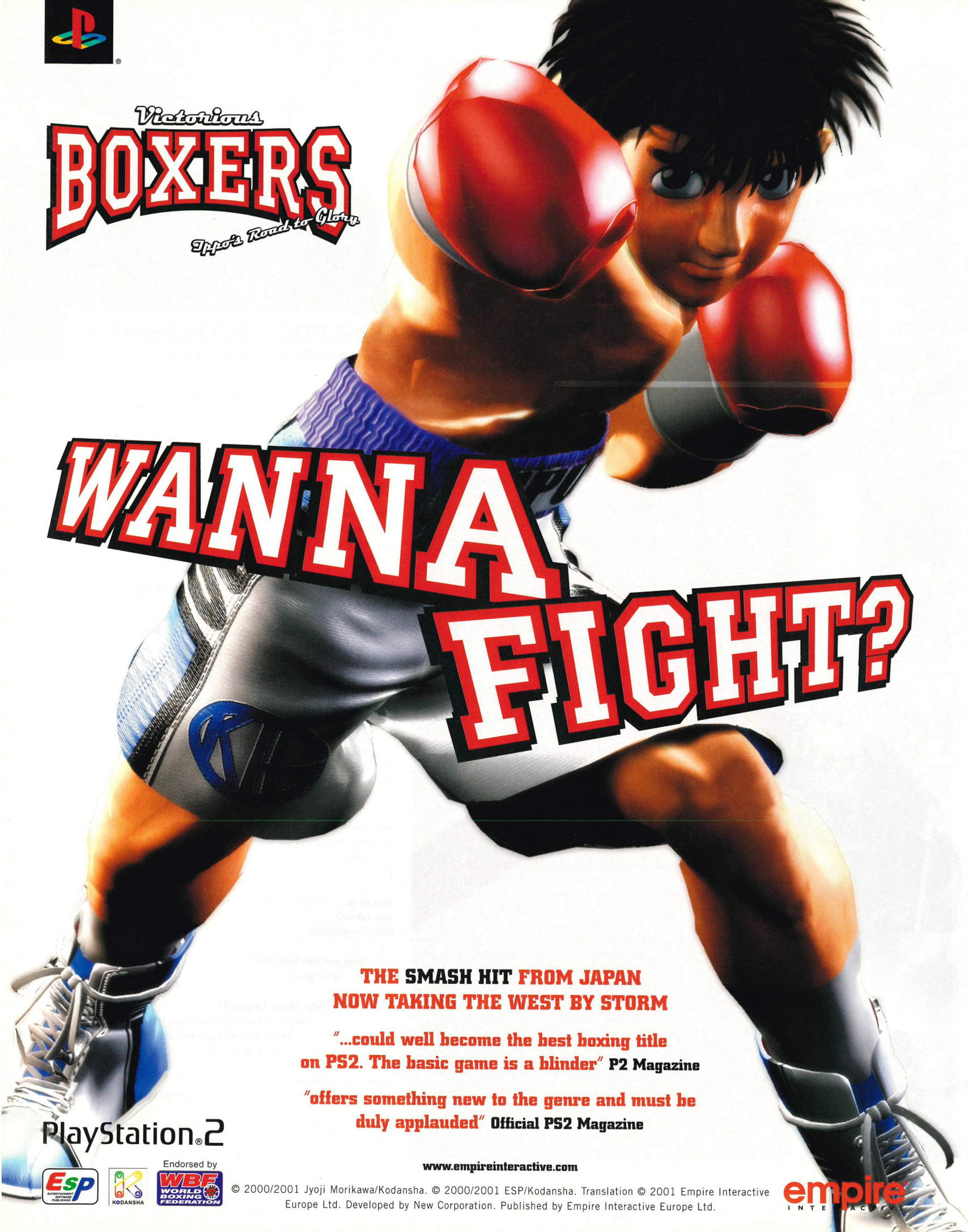
You've just opened a new UK studio – have you shipped over any talent?
Only my girlfriend is imported!

How long are you here for?
I plan to stay for good!

What do you like about England?
The food is great (laughs). I love the architecture and the buildings. I am also interested in the myths and legends of British history especially the story of King Arthur.

Have you visited any castles yet?
No, I am terrified by ghosts (laughs). I do plan to visit them.

Any message for *OPS2* readers as they play the game?
Play the game purely for fun. Don't look for a deep story. *Maximo* is simple and fun. Just enjoy the pure entertainment. □


Victorious
BOXERS
Ippo's Road to Glory
WANNA FIGHT?
THE SMASH HIT FROM JAPAN
NOW TAKING THE WEST BY STORM
"...could well become the best boxing title on PS2. The basic game is a blinder" P2 Magazine
"offers something new to the genre and must be duly applauded" Official PS2 Magazine
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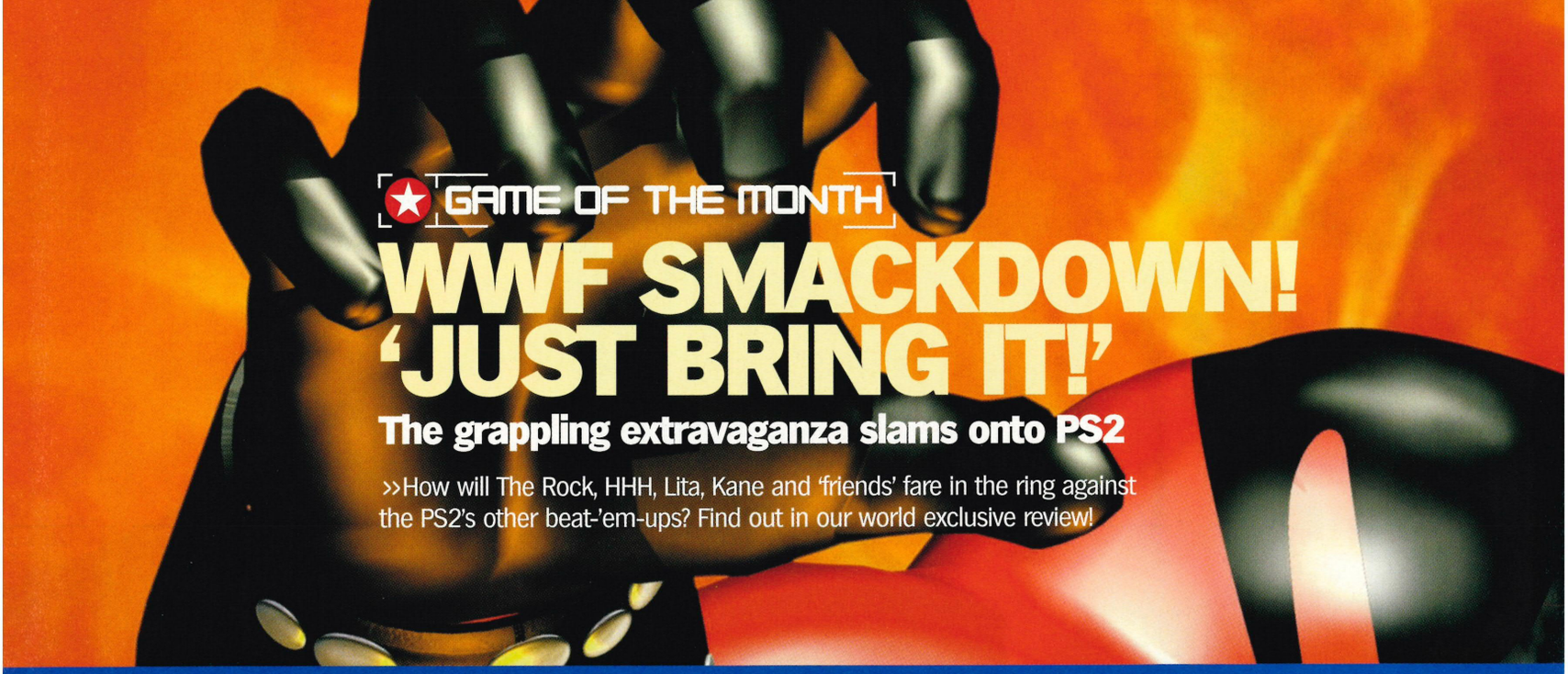

GAME OF THE MONTH

WWF SMACKDOWN! 'JUST BRING IT!'

The grappling extravaganza slams onto PS2

>>How will The Rock, HHH, Lita, Kane and 'friends' fare in the ring against the PS2's other beat-'em-ups? Find out in our world exclusive review!

REVIEWS

The only PS2 game reviews worth reading

OPS2 review ratings

If it's for PlayStation 2, and heading for a store near you, we've played it, argued about it, and, ultimately, judged it. Every issue, we look at the latest games and rate them out of 10:

10/10 Utterly essential
9/10 Hugely satisfying and entertaining
8/10 Highly recommended. Definitely worth your money
7/10 Good, solid fare, and well worth a gander
6/10 Better than average, and fine for fans of the genre
5/10 An average game of some merit
4/10 Poor, but may still have the odd moment
3/10 Extremely disappointing
2/10 To be avoided
1/10 Beer mat

The OPS2 StarPlayer award
Awarded to any game that gets 9/10 or over. This is just our little way of trying to hammer home what is a fairly simple message: Get this game, and get it now.

Game reviews

084 WWF SmackDown! 'Just Bring It!'
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107 Motor Mayhem
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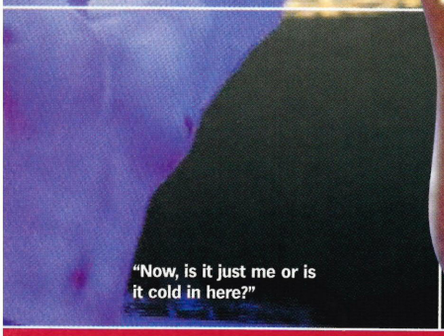
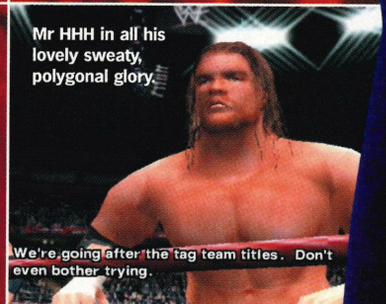
Stone Cold Steve Austin attempts to crank Trish into the upright position.



"Now, is it just me or is it cold in here?"

WWF SMACKDOWN! 'JUST BRING IT'

Weighing in at 45 pounds (sterling) from Yokohoma, Japan, it's the wrestler you've been waiting for.

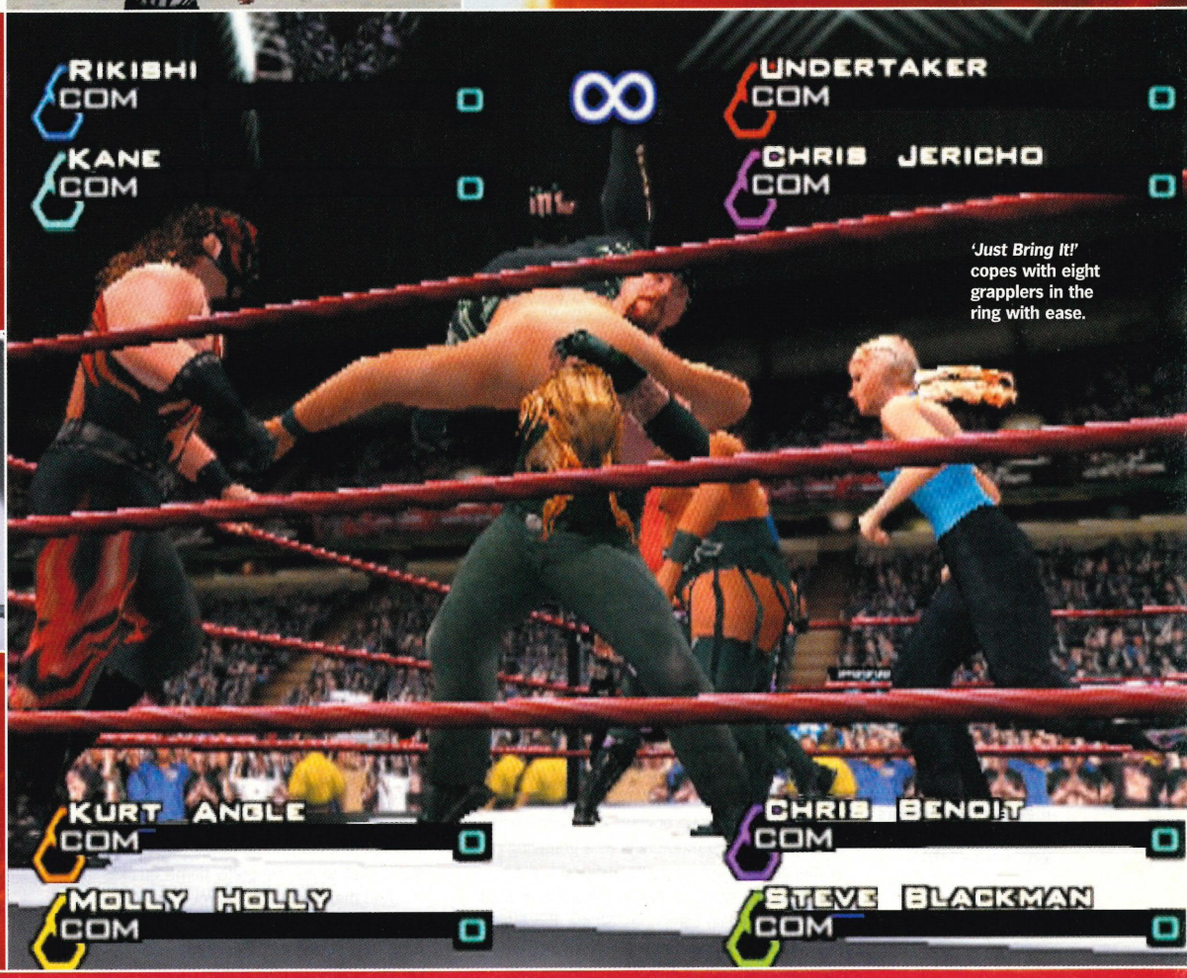


Mr HHH in all his lovely sweaty, polygonal glory.

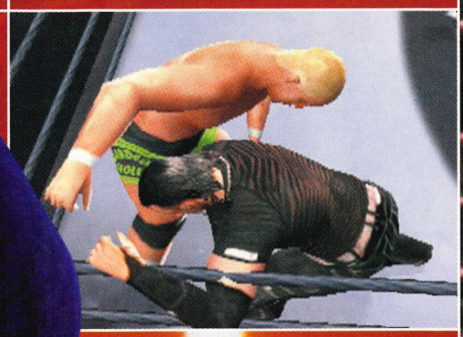
We're going after the tag team titles. Don't even bother trying.

The Rock asks the world if it "wants some". The world thinks about it and declines politely.

Try to give Rikishi a wedgie and you may end up losing your hand.



'Just Bring It!' copes with eight grapplers in the ring with ease.



Raven checks opponents for verrucas before the match can begin.

Publisher: THQ
Developer: Yuke's
Price: £44.99
Players: 1-4
Out: November
Web site: www.thq-wwfgames.com

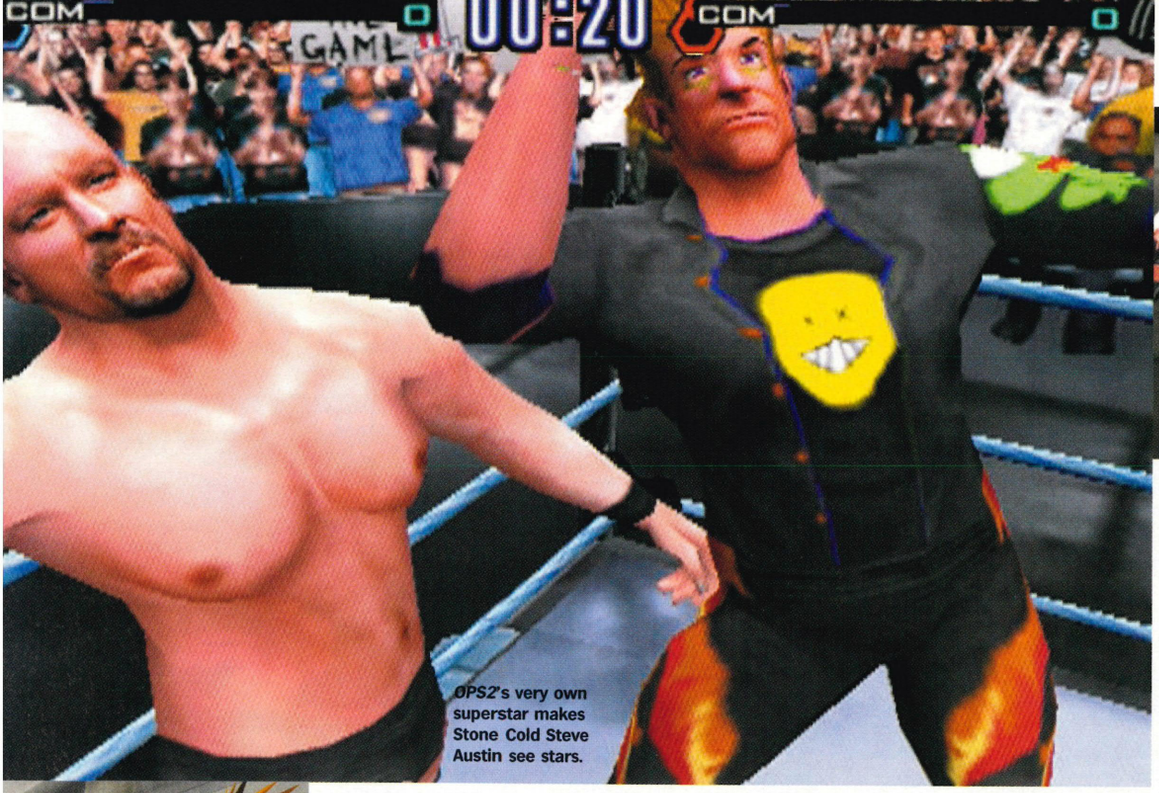
Back story
Seizing the WWF licence from Acclaim in 1999, THQ sought out wrestle game veterans Yuke's to fulfil the potential of the globe-straddling phenomenon. The first *SmackDown!* was an instant success and sequel *SmackDown! 2: Know Your Role* built on that with a wealth of new features and wrestlers.

Nobody *likes* WWF. Idolise it, devour it, follow it with unshakeable passion? For sure. But *like* it? No way. 'Like' is for mealy-mouthed wusses. As with Marmite and jazz, so it is with America's premier 'sports entertainment'. You either love it with a whoop and a pounding heart or hate it with a derisive sniff. To be honest, it's pretty hard to be indifferent about an earsplitting 'rawk'-driven, sweat sodden soap opera hinged around cartoonish, ass-kicking heroes and villains, packing a higher density of fireworks than Chinese New Year.

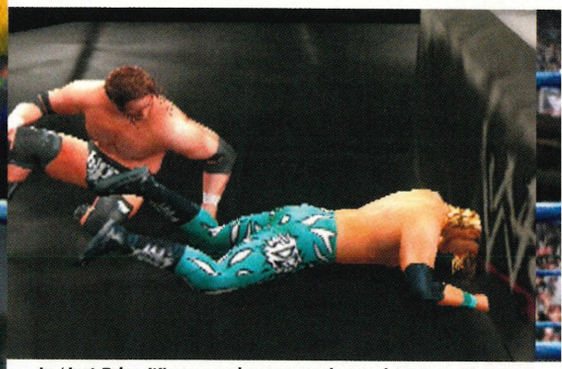
But that's the idea. You don't draw in 26 million devoted viewers in 130 countries by sitting on the fence. And what's true of the World Wrestling Federation is equally so of Japanese developer Yuke's' *SmackDown!* games. Before *'Just Bring It!'* the grapple fan otaku and wrestling game veterans have wedded their technical knowhow (Yuke's is behind the highly esteemed *Toukon Retsouden* series) with an uncanny understanding of the spirit of the game Stateside on two rather successful occasions. Considering *SmackDown! 2* alone managed to sell two million copies and was the fastest selling game of all time, that's *rather* in the 'Coca Cola is a *rather* popular soft drink' ballpark of the word.

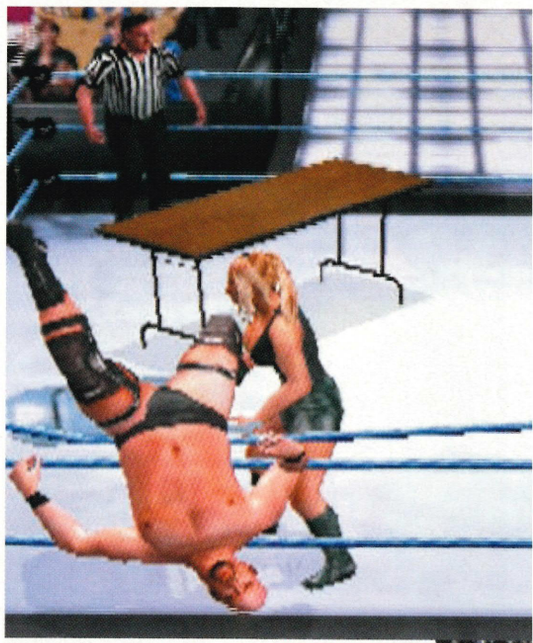
Which brings us to PS2, *SmackDown!* 3 and an interesting dilemma for publisher THQ. Given the enthusiastic fan base deservedly built up over the first two games it's a pretty safe bet that unless *'Just Bring It!'* goes 2D, in wireframe and can only be played via a combination of mouse and dance mat, the game is going to be massive. That's not to suggest that *SmackDown!* fans are pleasure principle pushovers, just that they know what they like and Yuke's has been so good at giving it to them that the drive to experiment boldly with the formula is probably not that strong. So what are they going to do? Develop the tried-and-tested, or strike out into new territory and be ballsy? Well what would you do? Exactly.

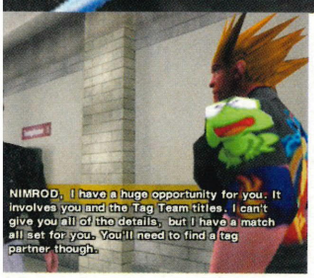
So let's say it like it is. *'JBI!'* isn't a revolution in wrestling games. But neither is it the case that Yuke's has been sitting backstage buffing their title belts, pausing only to slap a coat of next-gen visuals on the franchise. What they've achieved here is the most faithful and thoroughly entertaining recreation of the WWF phenomenon ever seen. And they've done this by using the PS2 to add depth and immersion enhancing features to a much loved core game. So load this bad boy up and aside from a new thunder and lightning front end design, those who've played *'Know Your*



OPS2's very own superstar makes Stone Cold Steve Austin see stars.


In *'Just Bring It!'* you can keep a good man down.


Stone Cold requires some assistance getting into the ring while *OPS2* monster Vertigo Vicky looks on.



Who your wrestler meets in the corridors can change the path your career takes.

Role' will instantly feel at home. For newbies however a brief rundown on the ensuing menu minefield is in order.

CHOOSE YOUR POISON

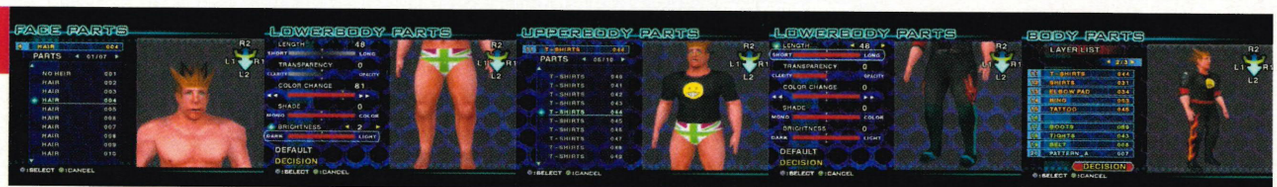
Story mode is waiting for gamers who want to get stuck into the full, punishing WWF season playing as either an existing Superstar (there are 35 to choose from, the final list being one of the last details settled to keep up with the sport's latest developments) or one of your own home-made rookies. Exhibition mode acts as a grappling pick 'n' mix allowing you to go hog wild with a staggering 78 styles of match. These are divided between ten main categories: Single, Tag, Six Man Tag, Handicap, Royal Rumble, King Of The Ring, Hardcore, Falls Count Anywhere, Survival and Special. Some of these are self-explanatory and nearly all involve variations on the theme of pinning your opponent(s) down for a count of three either alone or with help. Handicap, for example, pits you against multiple opponents. Royal Rumble has a succession of grapplers entering a chaotic free-for-all with the aim to be the last one still in the ring at the end. King Of The Ring sets up a mini season of sudden death play-offs for the title, whereas Falls Count Anywhere makes a mode of the WWF tendency for grudge matches to kick off outside of the arena. Corridors, dressing rooms, Times Square. They're all here. Hardcore sees wrestlers slugging it out with props/weapons including an acoustic guitar, a mannequin's head and a fine selection of folding furniture while Survival is the closest *'JBI!'* comes to a recognisable beat-'em-up staple. With each of these Exhibition modes revealing multiplayer and CPU player options (Triple Threat through Fatal Four Way to Eight Man Battle Royal) those 78 match styles start to add up pretty damn quickly.

And then there's the warped menagerie of matches herded under the suspiciously restrained heading 'Special'. If you were unfamiliar with a One On Tag Handicap match then prepare to be flummoxed by the options here. Even over a six-page review there's simply not enough space to go

//This is the most faithful recreation of the WWF phenomenon ever seen//

"IGOR! THE SWITCH!"

***'Just Bring It!'*'s Create A Superstar mode is incredibly flexible. Here *OPS2* breathes life into its very own rookie grappler.**



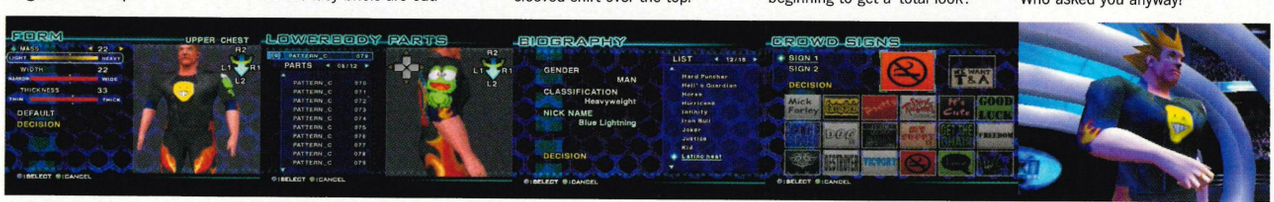
1. Face off
We give our fella a kick-ass manga barnet and a splash of green make-up.

2. Trollies dash
Pages of pants. We don't want our creation to get wedgies, so the lacy briefs are out.

3. Getting shirty
We opt for the 'have a nasty day' number and put a long sleeved shirt over the top.

4. Tight spot
Lengthen those tights, give him some boots and we're beginning to get a 'total look'.

5. Accessorise!
Which of course can only be enhanced by a plain gold ring. Who asked you anyway?



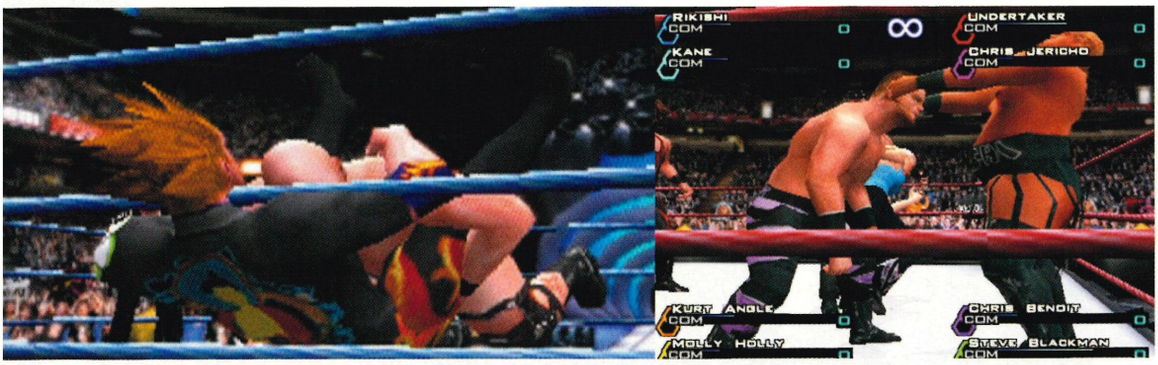
6. Bold shoulder
He's already beefy, but we can make him positively Aberdeen Angus.

7. Sticky situation
Nothing looks harder than a cartoon frog on your shoulder. Um, hang on a…

8. Entrance
We give the newly christened Nimrod a splash of Latino Heat courtesy of Eddie Guerrero.

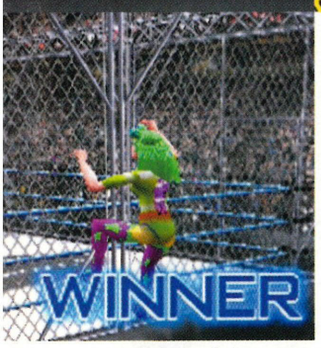
9. Sign of the Times
Now to choose the signs our fan(s) will hold. Do you go for 'More T&A' or 'No Smoking'?

10. The Entrance
Time to make a big splash. Oh, kids grow up so quickly these days …



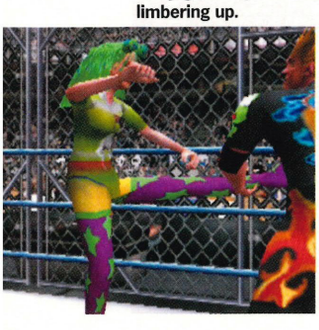
The game's many camera angles do a fine job of framing the play-by-play action to maximum effect whatever the moment.

The Undertaker falls for the old 'Look! It's Mary Poppins!' ruse from Olympic gold medallist Kurt Angle.



Vicky easily trounces Nimrod in the cage.

Vicky gets help limbering up.



into the finer points of these 11 matches. Suffice it to say Ironman doesn't feature any metal clad Marvel superheroes, TLC does *not* stand for Tender Loving Care and a Cage Match does exactly what it says on the tin. As for the Slobberknocker, well it's not nearly as filthy as it sounds but your wrestler *will* end up sweaty and exhausted all the same. Here, as in most areas *'JBI!'* announces itself primarily as a game for the initiated. But since the controls are the same no matter which match you go for, this is unlikely to become a barrier to enjoyment. Don't know what an I Quit match is? Just plough on in and eventually the details will hit you. (In this case the detail in question being a microphone wielded by a wrestler with the upper fist).

Of course any grapple fan worth his or her salt is going to head straight for the Story mode and this is where the developer has been working up a real sweat in order to give players their money's worth.

MY LITTLE WRESTLER

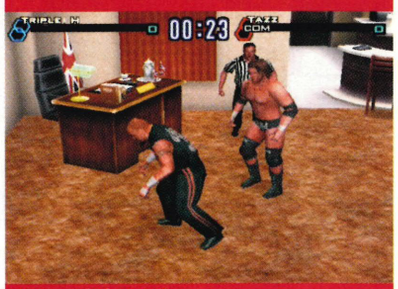
Of course, you could choose to take a pre-existing 'face' or 'heel' under your wing and via the Story mode shape their career. You could, but then you'd miss a real treat in the totally overhauled Create A Superstar mode and the chance to build yourself a champion from the straggly mullet down. What was essentially an enjoyable but (technically) limited feature in *SmackDown! 2* has been developed into a creative experience that's so flexible and comprehensive that it's nearly a game all by itself. Gone is the rudimentary body part, cut-and-paste of the previous outing and in its place is a layer driven process that allows you to mould unique grapplers with an unprecedented level of detail. (See 'Igor! The Switch!') Starting from a pair of blank looking gendered clones in fetching blue trollies you immediately start giving your 'my first grappler' a physical personality. Build, shoulder width, limb length, hand size. Hell, you can even set the density of your wrestler's head. Talking of which, when you come to choose your creation's features you begin to realise just how thorough the developer has been. There are ten pages of noses alone. Eyebrows go from plucked supermodel to Gallagher unibrow and hair comes in three separate categories: front, top and back. Four if you count chest hair.

Each creation has 30 different possible layers for you to assign anything from pinkie rings and kneepads to tattoos, shoes, shirts and horns (yes horns). And with many of these items you can even change length, colour, opacity and so on. Of course, you may only end up using five layers for the basic 'shreddies and scowl' look. But get into it and you could find yourself spending hours playing God on your champion to be.

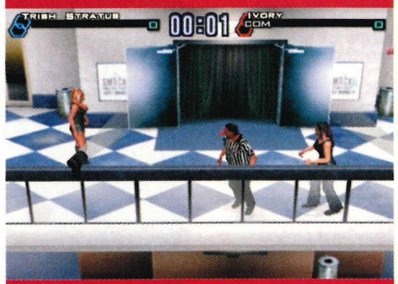
But that's not the half of it. Once you've finalised the superstar's look it's time to give the rookie some smarts to guide them in the ring. Distributing an initial core of experience points that are subsequently added to during the wrestler's career you must decide how speedy, technical, powerful and roughneck your protégé's fighting style will be from match one. Then you can select from over 1,000 possible moves, taunts,

OUT AND ABOUT

Falls Count Anywhere matches open up a wealth of extra-curricular showdown locations. Here's just a handful and where it could all lead.



1. Commissioner's Room.
Features: William Regal's Union Jack and mini bar.
Exits to: Corridor.

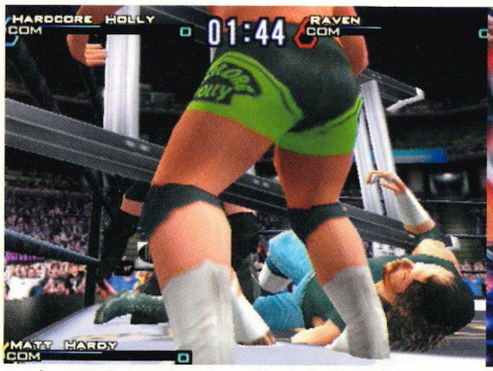


2. Lobby
Features: Dual-level action, concession stand *and* a wide selection of vending machines.
Exits to: Stage, Plaza and Corridor.

3. Plaza
Features: Amazing scale.
Exits to: Lobby, Parking, WWF Times Square.

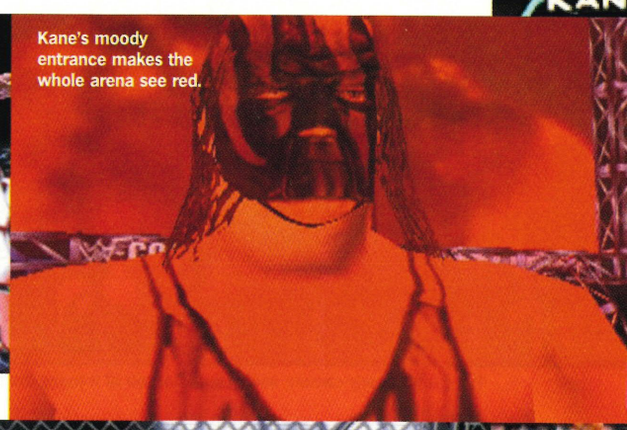
4. Parking
Features: Very few cars and grimy asphalt.
Exits to: Corridor, Plaza.

OPS2's creations trade blows in the cage match.



Hardcore Holly tries to put a ladder in Raven's tights.

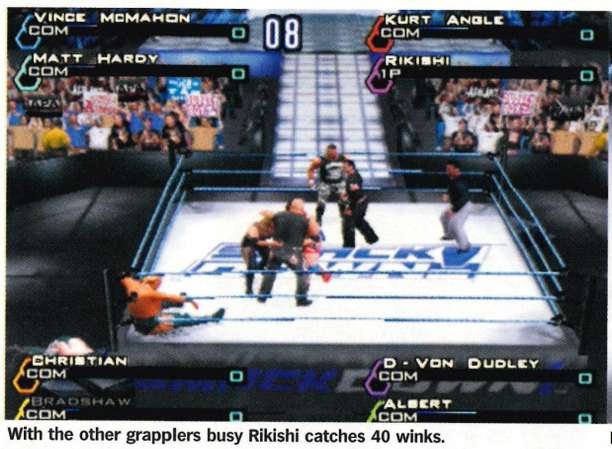
The entrances in *'Just Bring It!'* are simply fantastic.


Kane's moody entrance makes the whole arena see red.

MAKING A MOVE

Editing your grappler's moves is dead easy with *'JBI!'*'s 'try before you buy' system.

Whether you're creating your new wrestler's roster of moves or adapting those of an existing superstar *'JBI!'* allows for an unprecedented level of flexibility. In the Move Editor you can customise every aspect of your grappler from fighting stance through taunts and winning moves to aerial, rope, double and triple team manoeuvres. And if the names mean nothing to you just press ⓞ and you'll see your wrestler demo the move with wincing finality on a general purpose punishment gimp.



With the other grapplers busy Rikishi catches 40 winks.

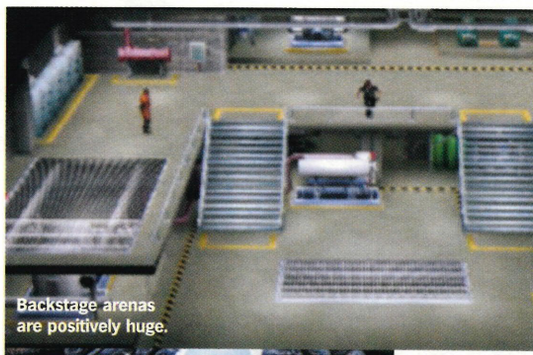
Not even Nimrod's 'funky gibbon' move will persuade Vicky to let him go.

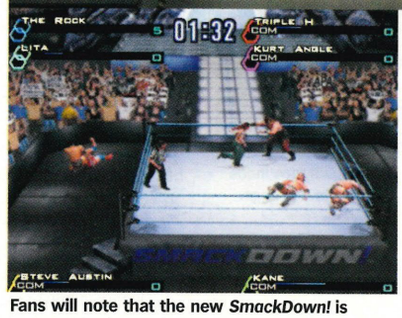
blows and throws (including all the superstars' moves) to create a unique fighting personality for your creation. And this time around you can preview every move instantly before you choose it. Too hard to decide? You can also import an existing superstar's full roster of moves to give junior an instant head start in the WWF. All that remains is to give him/her a name, personalise the signs the audience members wave, make those difficult entrance video, music and gesture decisions and, if it's not already four in the morning it's finally time to get grappling.

CLOSE ENCOUNTERS

Understanding that wrestling is only as good as the grudges, deals, pacts and allegiances that occur either side of the matches, Yuke's has obviously relished the opportunity afforded by the step up to PS2 by making the way matches occur in Story mode a much more organic experience. Players can now take their wrestler from ringside to backstage and the encounters they have on the way will shape how their careers unfold. For example, say your grappler bumps into a WWF official by the vending machines in the lobby. Through a short FMV he says that commissioner William Regal is looking for you. Do you go to his office or not? It's up to you. Go and he may offer you a shot at the Intercontinental Title. Head to the VIP lounge however and you could end up having a Falls Count Anywhere match with a disgruntled Kane. Or you could be on your way and bump into WWF owner Vince Macmahon. He lets you know that he's set up a Tag Team Match for you but you need to find a partner. Once he's gone your task is to look backstage for a likely partner. And who you choose will, of course, tie you into a set of allies and enemies. But partnerships break down and as you play your career will mirror the twists of the real thing in a much more faithful way than was possible in the earlier games. It's not that you have total freedom, but it's an immensely gratifying enhancement.

And then there are the wrestler entrances. To the WWF newbie this may seem like a trivial detail, but for anyone who's seen the thundering showmanship of the real thing, the way the superstars get to the ring is of huge importance. And once again, the developer has gone to town, replacing the ingenious but hardly realistic sight of the wrestler walking against a backdrop of their entrance movie with, well, a polygon perfect recreation of the real thing. Flanked by the massive Titantron screens screaming their arrival,

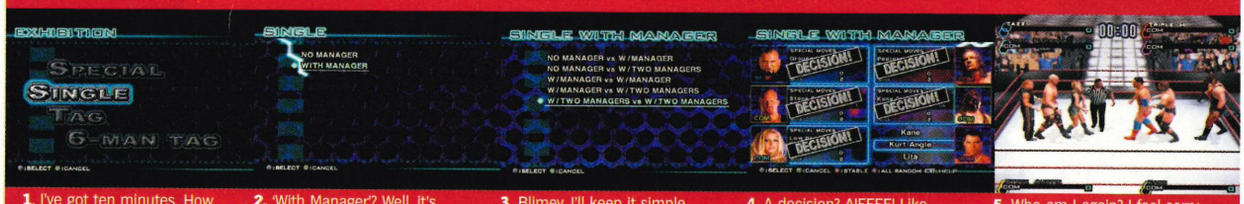

Backstage arenas are positively huge.



Fans will note that the new *SmackDown!* is included in the many arena options on offer.

GRAPPLE À LA CARTE

***'Just Bring It!'* is no place for menu-phobic gamers on a tight schedule. For example...**



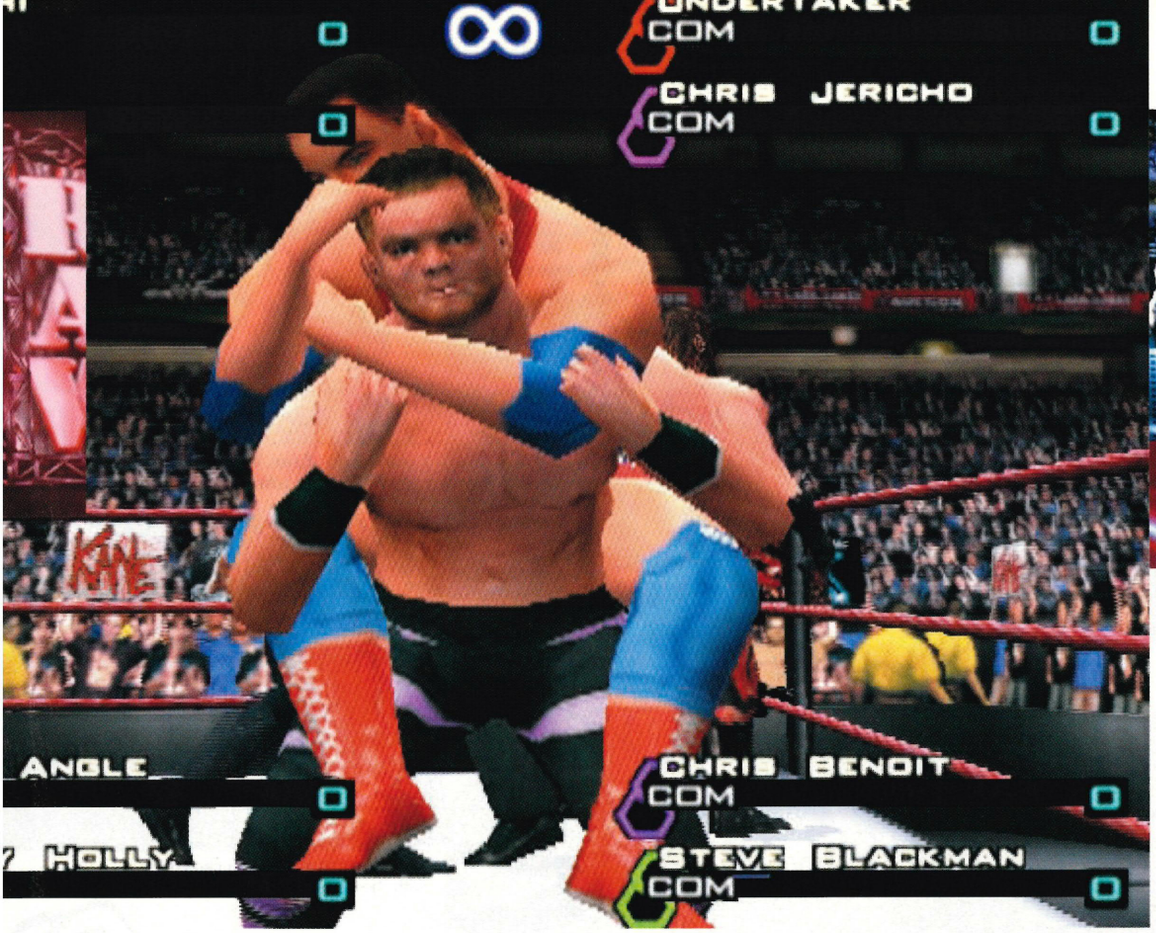
1. I've got ten minutes. How about a quick Single match?

2. 'With Manager'? Well, it's always nice to have back up.

3. Blimey. I'll keep it simple and go for... No! Not that one!

4. A decision? AIEEEE! Like, how many wrestlers?

5. Who am I again? I feel sorry for that poor-oh, that is me.



The piggyback/dutch rub combo is unleashed by Kurt Angle with humiliating efficiency on a dazed Chris Benoit.

//Eyebrow styles go from plucked supermodel to Gallagher unibrow//

grapplers now swagger down the ramp to the ring with fireworks, flash bulbs and mental crowds cranking up the atmosphere. If you've chosen a famous face they'll be announced à la pay-per-view, but the real thrill is seeing your own created player walk to the brand new *SmackDown!* ring, acknowledging the audience in the palpably huge arena – 6,000 polygons fact fans – and waiting for the match to begin. It's hard not to feel a surge of adrenaline witnessing this for the first time.

THE BIG DADDY?

And so to the match gameplay. Why wait so long to come to it? Well, put simply it feels the least evolved of the franchise's many excellent features. The animations are wonderfully fluid and opponent AI is punishing in all the right ways but there continues to be a lack of real intelligence to the way your wrestler interacts with his or her opponents. Different moves are triggered by a combination of buttons and D-pad married to your grappler's relative position to your intended victim within the ring. Pull off a throw and you've got to wait to until the animation ends before you can follow it up. Fail to get in quickly enough and you could be waiting even longer as the other wrestler knocks you senseless and goes to town on you for a prolonged, albeit very entertaining GBH session.

There's an inherent lack of responsiveness that beat-'em-ups deliver as a matter of course. True, *'JBI!'* isn't strictly a beat-'em-up, but for the series to grow into its new home on PS2 it would be a smart move to engage player skill on a higher level by allowing them to build moves in a true combo style. Ironically, by making an exemplary recreation of this 'sports entertainment' it's just possible that the natural balance tips a little too far towards the 'entertainment' at the cost of the 'sport'.

But maybe that's the whole point. *'JBI!'* is a blast to play and as full-on entertainment is hard to beat. Get your mates huddled around a MultiTap with their own Memory Card-stored superstars and the game will sweep the lot of you into some fantastically bone-crunching rumbles in no time. And since you can now take the fight into the audience and have a total of nine wrestlers slugging it out in the arena at once, you won't be wanting for things and people to do.

Add a largely successful play-by-play commentary by none other than ringside regulars Michael Cole and Tazz, and *WWF SmackDown! 'Just Bring It!'* is as complete a package as you could hope for. When you consider the sheer wealth of options and elements to tweak and personalise here and the overall quality of presentation you can't help but be impressed by the developer's achievement. If the core gameplay had evolved to match the depth of options this would be a genre-trampling essential purchase. All the same, this remains a must-have for WWF fans and a refreshingly wanton, tongue-in-cheek alternative to all that straight-faced martial arts action out there. ☐ **Paul Fitzpatrick**

WWF SMACKDOWN! 'JUST BRING IT!'

Why we'd buy it:	**Why we'd leave it:**	**If you didn't go for *SmackDown! 2* this won't float your boat. But if you have any inclination to grapple, this is as close to taking part in the real WWF as you can get.**
- Staggering wealth of options - Stunning Create a Superstar mode - New, flexible Story mode	- Gameplay doesn't always reward skill	

Graphics	Superb, but quantity sometimes beats quality	08
Sound	Ballsy rock and thumping canvas	08
Gameplay	Variety swelled by 1,000 moves	08
Life span	If WWF grabs you, you'll be at it for months	09

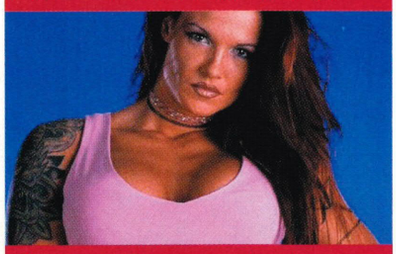
08

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

Q&A

LITA THE TATTOOED LADY

Lita, former WWF Women's Champion and college drop-out on *WWF SmackDown! 'Just Bring It!'*



What's so great about videogame wrestling, then?
For me, it's a chance for us women to kick the crap out of the guys for a change. In the ring, for real, we just can't compete in terms of strength and stamina, but the PS2 lets you perform hardcore stunts with the best of 'em!

What does PS2 add to the *SmackDown!* experience?
One of the best new features is the commentary, which has become kind of a trademark of the WWF – our brand of entertainment isn't the same without an over-the-top voiceover!

And you women look curvier now...
Hell, yeah! I was glad about that. You know, we're under no illusions that the women of WWF are there to appeal sexually more than as wrestlers. Now you look at Trish (Stratus) and I on screen and say, 'NOW I'd like to see a bra and panties match-up!'

Well, maybe.

**You'll get a chance to see most of your favourite wrestlers on Rebellion – an annual WWF event that this year will be held at the Manchester Evening News Arena. Rebellion will be shown live and exclusively on SKY BOX OFFICE from 7pm on Saturday 3 November.*

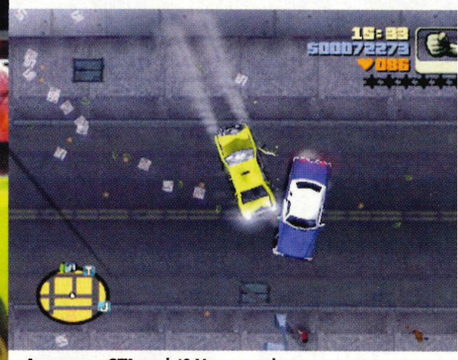
SKY box office 1

Special referees often end up dishing out pain as well as the rules.

Sniper mode is a welcome – not to mention *hilarious* – addition to *GTA*.

When your wanted level hits one, they call the cops. When it reaches four, they call in the choppers.

If you're going down, take as many cops with you as possible.



Are you a *GTA* purist? You can play with the top-down camera if you want.

GRAND THEFT AUTO 3

Hold the *Daily Mail* front page – the world's sickest videogame is back in brutal 3D.

Publisher: Rockstar Games
Developer: DMA Design
Price: £39.99
Players: 1
Out: 2 November
Web site: www.grandtheftauto3.com

Back story

Released at the end of 1997, the original top-down *Grand Theft Auto* game for PSone caused a sensation both for its innovative play and its lurid content. A Max Clifford PR campaign drew criticism for cynically stirring up controversy, but the brouhaha didn't harm sales and cool retro add-on pack *GTA: London 1969* was also a success. *GTA2*, offering yet more of the same, was not so well-received, forcing Rockstar and DMA Design into a 3D rethink for PlayStation 2.

Middle England couldn't believe its eyes when first confronted with a cute little videogame that encouraged their kids to nick cars, kill cops and batter any innocent pedestrians that happened to get in the way of building a criminal empire funded by drugs and whores. The spring of 1998 belonged to *Grand Theft Auto* as DMA Design's ground-breaking crim sim swept through the national media riding on a tidal wave of outrage fuelled by a Max Clifford PR campaign. Few cared that the game was never actually available to children, or that its ironic humour was all about paying homage to New York gangster films rather than any desire to cause the breakdown of moral civilisation. *GTA*'s notoriety was assured.

Almost four years on, and the public attitude towards videogames has matured a little. That's why DMA Design has been allowed to produce a 3D version of *Grand Theft Auto* which contains more filth and brutality than ever before, implicating the player further in its sociopathic acts by dint of the over-the-shoulder perspective on realistic environments. Still, there should be no trial-by-*Newsnight* this time; *GTA3* is a brilliant cartoon. Yes, the violent humour is blacker than ever, but if you want to make a gangster omelette, you're going to have to break some heads.

If you're at all familiar with the previous *GTA* games, you'll recognise that the gameplay dynamics here are almost identical. Hauling hapless motorists from behind the wheel of any vehicle cruising the streets, you can then bomb around at reckless speeds in your hi-jacked vessel, flattening pedestrians and causing multiple pile-ups at the lights. Evade police attention and you can hook up with gangland kingpins who've always got time for a keen young go-getter who isn't fazed by whacking a few gang-bangers and packing them off to sleep with the fishes.

GTA3's triumph is the construction of the living, breathing, 24-hour, 3D city that you call home. Wander Liberty City's streets at your leisure and you'll pass through distinct districts, from Chinatown to the upmarket Hepburn Heights, packed with people going about their business. On the surface it all seems rather civilised but as night falls, out come the pimps, the punks and the prostitutes. It's soon clear that Liberty City is a haven for vice and iniquity of every conceivable sort – after all, where else is the Red Light District located but in the heart of the city? That Chinese laundry you just passed? A front for the Triads. The auto repair shop? An arms exchange warehouse. What else is a young man to do but turn to crime?

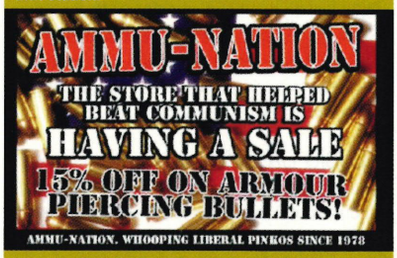
BRAKE AND ENTER

For *GTA3* to work convincingly in 3D, the first consideration of creator DMA Design had to be the vehicle handling. Stealing cars is still the name of the game, after all. Thankfully we can report that car-jacking in *GTA3* is a complete riot. Spot a tasty motor that's stopped at the lights and a simple press of the ⓐ button will see you drag the protesting driver from behind his or her wheel.

You've got to be careful who you pick on, though. Some hardy mini-cab drivers won't take kindly to your new plans for their car and will

COMMERCIAL BREAK

Hey, I can't find nothing on the radio! Yo, turn to that station.



In-game radio stations have always been a great feature of *GTA* games. In *GTA3* you can casually flick between channels such as Head Radio and Lips 106 as you cruise, tuning into everything from opera to The Scientists's heavy dub to Stretch Armstrong's hip-hop hour to a talk show phone-in about naturism. What really catches the ear are the commercials, all well-aimed satirical digs at American culture. Here are some of the best.

Equinox
"I used to fall unconscious for hours at a time! Now with Equinox I need never sleep at all!"

PetOvernight.com
"We'll send you a giraffe overnight! PetOvernight.com – delivering little bundles of joy, in a box, to your door."

1-800-BE-A-HERO
"Do you like playing with your helmet or stabbing people with your bayonet? Do you have trouble thinking for yourself? You're perfect for the army!"

Rakin & Ponsoff
"The great thing about America is that you can sue anybody for just about anything, and you'll probably win! Or at least get a settlement."

Grand Theft Auto 3: More guns, girls and gangsters than Martin Scorcese could ever imagine.

GANG BANGING

They say there's only one way out of the Mafia – you either die or you get whacked. But you're a one-man crimewave and you can work for whoever you want.

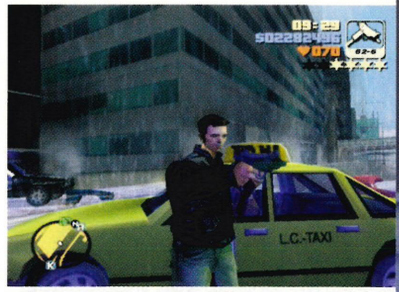
THE MAFIA
Your first initiation into *GTA3*'s gangland is via small-time pimp Luigi and his inept hustlers. They're too embroiled in a turf war with the Triads to be big league. Mafia Don Salvatore Leone may have the plush suit, but does he have the ba-da-bing ba-da-boom?

THE DIABLOS
A Hispanic street gang run by fat gang-banger El Burro. Obsessed with lowriders, the Diablos aren't going to get far in the world on their crappy porn business, particularly when El Burro seems to be a little too fond of his own pet donkey for comfort.

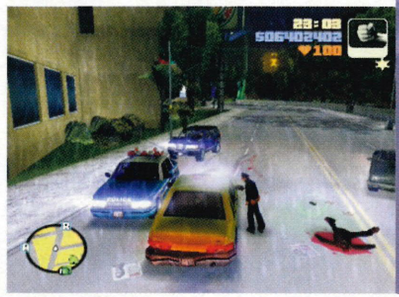
THE TRIADS
Using a Chinese laundry and a fish-filleting factory as fronts for all kinds of illegal business, the Triads are desperate to expand from their Chinatown base. They make up in numbers what they lack in firepower, but don't have the cachet of the Mafia or the Yakuza.

THE CARTEL
Colombian roots see this clan controlling the import and distribution of Liberty City's drugs. With other gangs desperate to wrestle control of their lucrative drug runs, The Cartel's fame may not last, but if they're going out, they're going out with a bang.

THE MEDIA EMPIRE
So who is the biggest gangster of them all? Surely not Donald Love, the silver tongued media tycoon. With interests in global communications, life insurance, arms deals and intelligence systems he seems like a perfectly legit businessman to us…

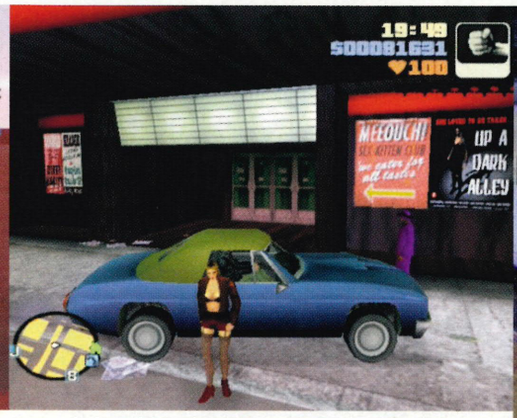


Drive around in a taxi washing the scum from the streets. You talkin' to me?

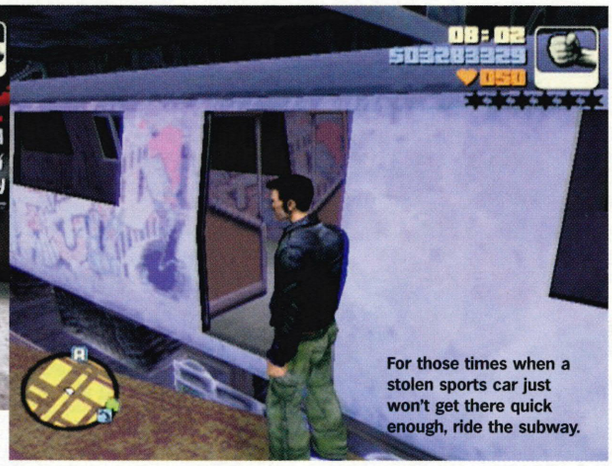


"It weren't me, Officer. He just threw himself under my wheels..."

You're not confined to autos – this mission requires you to nick a boat.



In need of a quick perk-up? This young lady of the night could be your solution.



For those times when a stolen sports car just won't get there quick enough, ride the subway.

attempt to repossess their vehicle, probably aiming a few punches in your direction as they do so. Hi-jack a fellow gangster and he'll reach for his piece. The trick is to step on the pedal immediately, a tactic which often leaves your victim clinging to the car door as you accelerate away (and of course, it's difficult to resist reversing back over him when he finally relinquishes his grip).

Once inside the car, you'll find the handling is as perfect as you could wish for. Accelerating in and out of traffic while gently caressing the handbrake is highly enjoyable, particularly when you don't have to worry about riding up on the pavement and mowing down pedestrians. In fact, mowing down pedestrians is actually a lot more fun than riding on the road. Take one too many silly risks and total your car? Just crawl out from under the wreckage and steal another one.

At first you'll want to explore the city to see how much chaos you can cause. Sooner or later you'll either get collared by the police or clobbered by irate motorists, but a trip to the cop shop or the hospital isn't so painful. Once you've realised exactly what you can get away with, it's time to invent yourself a menacing nickname and begin fashioning your criminal career.

//If you want to make a gangster omelette you're going to have to break some heads//

First rung on the ladder to infamy is Luigi, a strip club owner and small-time pimp. He'll want you to ferry his ladies of the night around for a while, and maybe put the frighteners on a few rival whoremongers. Successful completion of simple early missions will see you ingratiated into the local Mafia, with gangsters competing for your business. Ostensibly you have a choice of who to serve next, but the progressive mission structure is sometimes at odds with the idea of freedom promised by the game.

DRIVE FOR YOUR LIFE

Auto-based missions are as good as anything in Reflections' *Driver* games. Tailing your quarry at top speeds while a police squad resorts to kamikaze tactics to take you down is one of gaming's greatest thrills. Knowing that just clipping the bumper of a Sunday driver will send you spinning into the clutches of the constabulary makes for a genuine white-knuckle ride.

Outside the car, it's a different story. Character models are often ropey, movement control is never quite ideal and the shot targeting system is suspect. You can toggle between targets but when trapped in a busy precinct the flawed system means you spend more time pummelling bullets into innocent grannies out shopping than into the rival gang lord you're supposed to be whacking as

Q&A

LES BENZIES

***GTA3* Producer, Les Benzies, talks about DMA's repeat offender.**

What has the 3D perspective done for the game?
By placing the player much closer to the action, it really brings the driving and on-foot elements of the game to life. The result is that the missions feel a lot more immediate.

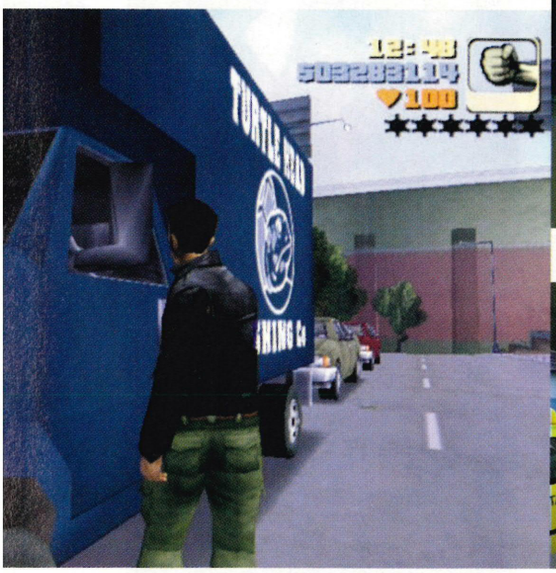
Who came up with the dialogue for the radio station commercials?
We used a radio producer who spends half his time making real commercials. All the voices are real radio DJs and commercial actors so production values are very high.

Which is your favourite mission?
The end mission is pretty spectacular. That or the mission where you meet Mafia boss Salvatore after running a Triad blockade. It's so cool when you have all of the Mafia hierarchy in one place and you get to hang out with them – it feels like a gangster movie at that point.

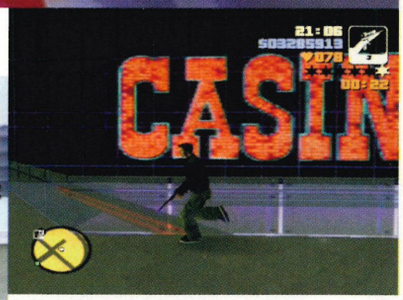
How many gangster films were watched for inspiration?
We employed the knowledge of DMA and Rockstar. It wasn't like the people had to watch any – they'd seen them all five times already.

Do you envisage *GTA3* stirring up controversy?
We hope not. We think it'll be seen for what it is – an interactive gangster movie not a cheap thrill. Videogames are too expensive to be sold on just controversy.

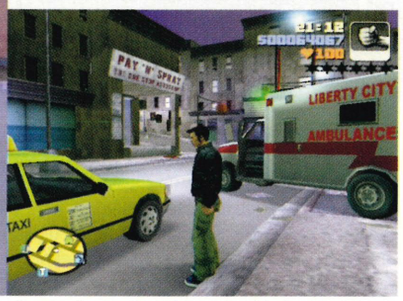
If the cops want a war, they got a war. Arm the flame-thrower and do your worst.



All Liberty City traders have faintly amusing names, like the Turtle Head Fishing Co.



Don't bother with gambling to win money – just shoot someone and steal their wad instead.



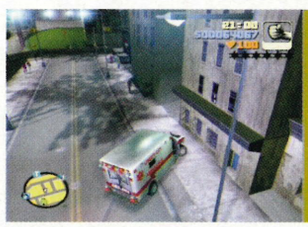
If you're low on health, you could always nick an ambulance and drive yourself to the hospital.

DRIVE YOU CRAZY

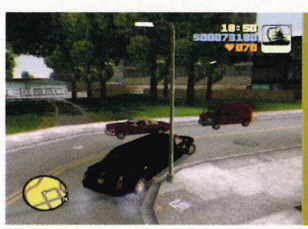
Any vehicle you can see, you can try to nick. How audacious do you wanna be?

Police Car
There's nothing more satisfying than jacking a cop car from the Tarmac outside the police station as revenge for all the times they've collared you. Once the siren's on you do get the chance to run vigilante missions and catch a few criminals for cash – but who wants to be a good guy?

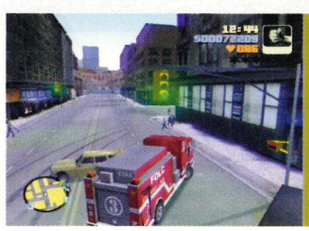
Bus
Nabbing a bus is quite a coup in Liberty City. You won't see one for ages, then three come along at once. Fend off irate passengers as you divert their trip to the out-of-town mall in order to bust all your mates out of chokey.



Ambulance
Wallow in the irony as you bomb around carelessly crushing the very citizens you should be saving. Earn a bit of spare cash by going back and resuscitating them if you feel guilty.



Stretch Limo
You get ten of out ten for kudos, particularly because you'll have to whack a few heavies to get your hands on such a prized vehicle. However, it's only one out of ten for practicality as your attempt to pilot this beast around a tight corner makes a complete mess of the paintwork.



Fire Engine
Yet again, enjoy the irony as your cack-handed efforts to weave a path through rush hour traffic with this unwieldy fella result in a multiple pile-up and, yes, a fire. Comedy value only.

his goons ambush you from all sides. The easiest way to dispose of enemies is to run them over, which is deeply satisfying but does tend to negate the game's whole weapon system. The sniper rifle and the rocket launcher *are* valuable additions to the *GTA* armoury, but only when you can use them without being hassled.

The variety of the missions is refreshing. From sniping spies in the park to a car collection chase borrowed from *Gone In 60 Seconds*, to chasing down a snitch in a police speedboat, you're never sure what you're going to be doing next. Unfortunately it's the downtime between missions that becomes repetitive.

As the missions get harder and you're either 'wasted' or 'busted' at every attempt, the process of leaving the police station forecourt, nicking another car and returning to your boss becomes frustrating. Even the mindless carnage which so satisfies on first play becomes pointless as there's no reward for scattershot violence – you just want to get back to the missions as rapidly as possible. If you're in the right place at the right time, you may be allowed to take part in a 'rampage' (in the same way as in the previous *GTA* games); there are even secret missions away from the main game. But stumbling across these is like finding a needle in a haystack.

Thankfully the game finds a way to move your story into a new area of Liberty City, just as traversing the same old streets is becoming a chore. One thing you can say for *GTA3* is that it's a massive game. Rockstar's boasts that it could take around 48 hours to complete may not be far from the truth. Liberty City is split into three areas separated by water, the first being an industrial zone, the second a cleaner, commercial district, and the third an area of plush, suburban housing.

In the first instance you're lead from Portland to Staunton Island by boat, but you can also switch between districts via bridge and tunnel or just get on the train. Final missions have you patrolling the entire city as if you were the king of New York. Such open-ended ideals sound great at first, but too much time is spent travelling from place to place rather than doing anything exciting.

Nevertheless, *GTA3* is an astounding achievement. No other console game has ever come close to creating an entire 3D city complete with its own emergency services, commercial concerns and industrial infrastructure. The fact that your task is to utterly corrupt, destabilise and destroy this infrastructure makes it even better.

With unfailing dedication to the cause of criminality and a streak of humour that allows you to cruise for whores while listening to Verdi on Double Clef FM, DMA Design and Rockstar have sired another landmark videogame. It's far from perfect, but it's bursting with originality. This time, we shouldn't need Max Clifford to tell us to buy *Grand Theft Auto 3*. ☐ **Sam Richards**

GRAND THEFT AUTO 3

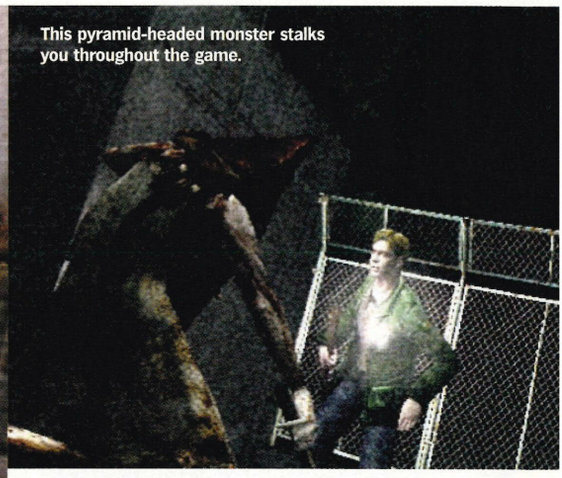
Why we'd buy it:	**Why we'd leave it:**	**DMA delivers on its promise to bring *GTA* into the 3D era. The game has its flaws, but there's nothing quite as sick, funny and inventive as this on the shelves.**
- You can get away with murder (among other heinous crimes) - Vast number of varied missions in huge gameworld	- Repetition between missions becomes a chore - Shooting dynamics are suspect	

Graphics	A few forgivable glitches	07
Sound	Brilliant system of in-car radio stations	09
Gameplay	Driving is a joy, on-foot missions are frustrating	08
Life span	A huge game, but can be repetitive	08

08

PlayStation 2 VERDICT

You know things are going to get pretty bad when a game starts in a lovely setting like this.



This pyramid-headed monster stalks you throughout the game.

SILENT HILL 2

Death, mutilation, killer zombies... Yes, *Silent Hill* is still a tourist's nightmare.

Publisher: Konami
Developer: KCET Team Silent
Price: £39.99
Players: 1
Web site: www.konami.com/main/games/silenthill2

Back story
The original *Silent Hill* came out on the PSone in 1999 and was one of the first and finest of the survival horror games to follow in the bloody wake of *Resident Evil*. Importantly the development team based the game around an ordinary bloke rather than a SWAT team, so the emphasis was less on big guns and more on psychological terror. The game also used true 3D environments rather than the 2D pre-rendered backgrounds employed in the *Resident Evil* series – adding greater realism to the experience.

How sick can a game get? Try this. In order to solve just one puzzle in *Silent Hill 2* you have to thrust your hand into a toilet bowl filled with blood and bile to retrieve a dead man's wallet. And that's just early on. By the time you reach the conclusion of this terrifying game you feel as though you've spent a stormy night with John Doe from *Seven*, looking through his scrapbooks as he tortures sinners with a rusty steak knife. And as Morgan Freeman says in that very film, "This isn't going to end happily, you know."

Veterans of the first *Silent Hill* title should know what to expect, though. In that game a man driving his daughter to the eponymous resort town is involved in a hideous road accident. When he comes to, the girl is gone. The rest of the game – as he explores the eerily deserted neighbourhood – is a menagerie of demons, nightmarish visions and noises in the darkness. (Babies crying. Unknown creatures, shuffling. That sort of thing.) It was *Resident Evil* with the dumb gung-ho heroes and heavy artillery removed. It was psychological rather than survival horror. *Silent Hill 2* is more of the same, but with new characters, a new story and new locations within the town. Oh, and startling, haunting, downright horrific 128 bit looks.

The hero this time out is James Sanderland. Three years ago his wife died of some mystery illness, but he's just received a letter from her telling him she's stuck in, yes, Silent Hill. Can he come and meet her? Horrified and confused he heads straight there, only to find a dead town immersed in fog and filled with shuffling undead mutants. It's your job to guide him through his desperate search, exploring dingy locations, picking up objects and solving puzzles. Does this seem vague? Well, it is. In *Silent Hill 2* you're always metaphorically, as well as literally, in the dark. There are hints of gruesome medical experiments, hospital patients driven mad, the dead coming back to life, but you're never really sure what's going on... And all the while a monster resembling Marilyn Manson with a huge wooden pyramid-shaped mask stalks you through the darkness.

SILVER SCREEN INSPIRATION

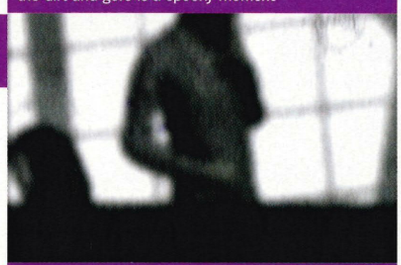
Yes, a lot of that sounds like typical horror game fare, but Konami has been extraordinarily brave with this game. For a start, you can forget glossy graphics. The visuals here have a fuzzy, unfocused quality not unlike the 16mm film used in *The Blair Witch Project*. The camera often jerks and shakes, and when a character flashes back to some buried memory, it can appear in stylised black and white, or saturated Technicolor, or sickening jump cuts between the two. Finally, a developer has realised that out and out realism doesn't necessarily have to be the Holy Grail of videogame design. There is another way.

A real awareness of horror culture oozes from this game. *Blair Witch* is there, not just in the camera work, but in the sense of panic, the ever-present darkness and the emission weird noises. There are also shades of *Seven* in the hospital where much of the action takes place, James

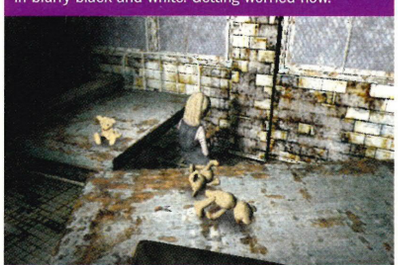
CAN'T GET YOU OUT OF MY HEAD

***Silent Hill 2* is filled with disturbing images, but not all of them are gory. Sometimes Team Silent just wants to mess with your brains...**

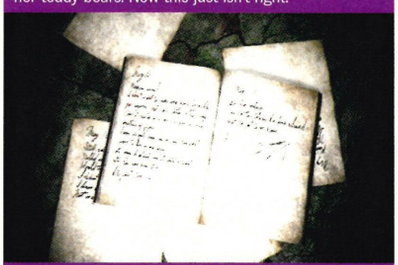
1. This torn family snap is lying on the floor of a bloodstained apartment. Discovering it amongst all the dirt and gore is a spooky moment



2. When James first meets Maria he has a flashback to happier times with his wife. But the whole thing is in blurry black and white. Getting worried now.



3. The hospital is a gruesome abandoned abattoir and yet in one scene you discover Laura playing with her teddy bears. Now this just isn't right.



4. Sections of patients' diaries are strewn all over the hospital. Are they the insane ramblings of diseased minds, or important clues? Usually both, to be honest.

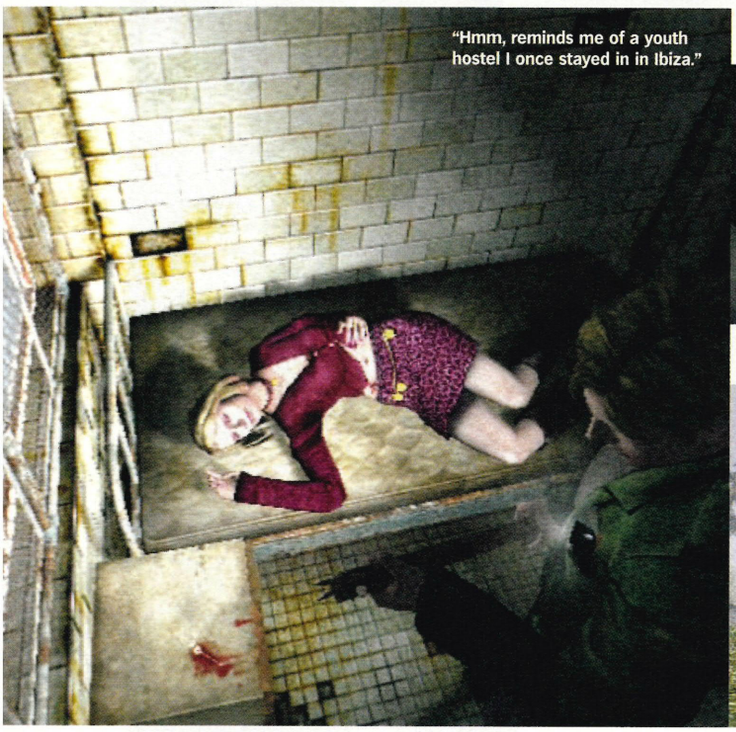
Even in daylight, the looming fog restricts your view to just a few metres.

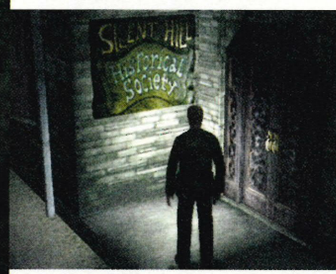
RIDDLE ME THIS

There are essentially two types of puzzle in *Silent Hill 2*. And here's how they work.

1. The 'what do I do with this object?' puzzle
Throughout the game you pick up seemingly random stuff – rings, coins, bent needles, etc. But they all have a purpose, mostly to open doors to new locations. Sometimes though, simply collecting the objects isn't enough – you also have to solve a riddle or pun to know what to do with them. By the way, at the beginning of the game you can choose a difficulty level for the riddles – don't be a big wuss and go for easy.

2. The combination lock puzzle
Throughout the game examining posters, diaries, notes and typewriters will reveal the twisted ramblings of Silent Hill's inhabitants. Many of these will include four number codes. WRITE THEM ALL DOWN! There's always a door lock or safe that requires a combination. Luckily, your inventory screen includes a memo section where a lot of these clues are stored, but don't depend on it.

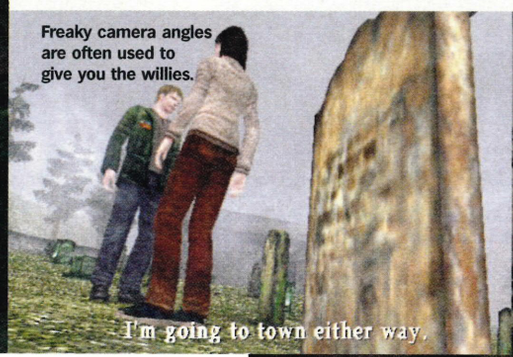




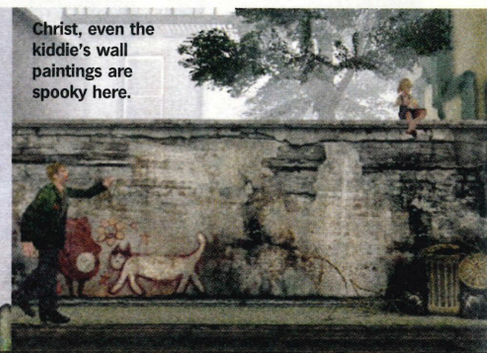
Entry fee: adults £4, children £2, flesh-eating zombies £3.50.

Maria accompanies you for the game's mid-section. She's a bit odd.

Is this a screenshot or a Korn album cover? YOU DECIDE!



Freaky camera angles are often used to give you the willies.



Christ, even the kiddie's wall paintings are spooky here.

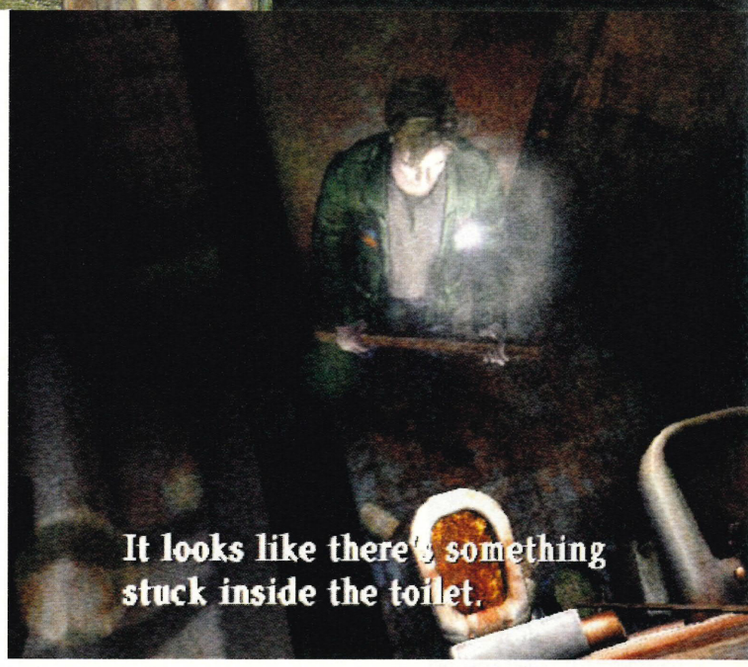
keeps finding notes – portents of doom and despair – scrawled by patients. Elsewhere you're reminded of cult Japanese horror flick *The Ring*. And *Hellraiser*. And of course George Romero. You could spend hours analysing each blood-splattered, graffiti-covered, run-down location they are so detailed and so hideously well conceived.

THE SOUND OF SILENT

In fact you HAVE to spend hours analysing each location. Although *Silent Hill 2*, like all post-*Resident Evil* horror games, is almost completely linear (every puzzle has to be solved in the correct order and important location events will only be triggered at the correct times) there's plenty of freedom to explore. When you first arrive in the town, you're free to go down every street – and you might have to do this for an hour before you stumble across a key to one of the abandoned apartment buildings, that forms the next chapter of the game. From there, you follow clues back to the streets, and then to the hospital, and so on. So although you're following a preset route you have to immerse yourself in *Silent Hill* to discover it.

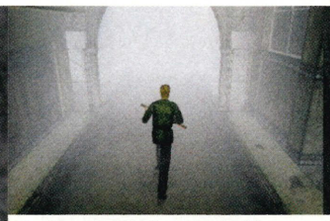
//There are some rooms you hate going in, simply because the sound is so horrible//

And that's not a pleasant experience. As in the original game, your field of vision is restricted to a small area of light projected by a pocket torch you find early in the game. Which means you don't see the weird shop window dummy monsters or zombie nurses until they lurch out of the darkness just inches away from you. Luckily, you also have a small radio that emits static whenever a creature comes near, but the terrifying noise it produces as danger gets closer is almost as scary as the danger itself. Noise, in fact, plays a vital part in the game. Sometimes the background soundtrack is composed of industrial clanging, sometimes it's a loud continuous buzz like the tinnitus of some deranged maniac. Then you get horrible tuneless orchestral stabs, or a few minutes of discordant lounge jazz resembling Angelo Badalamenti's soundtrack for *Twin Peaks*. Each one brilliantly amplifies the foreboding atmosphere – there are some rooms you hate going in, simply because the sound is so horrible.



And yes, it looks like you're going to have to ram your hand in there to investigate. Remember that scene in *Trainspotting*? This is worse.

Weapons are scarce in the game. A pistol and shotgun can be picked up later, though.



The fog can disorientate. Luckily there's a great map feature.

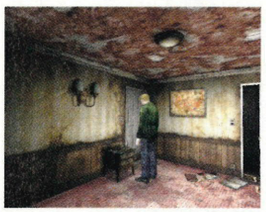
As usual health and ammo pick-ups are littered all over the place.

Laura is a very strange child. Think Newt from *Aliens* meets Ghost Kid from *Don't Look Now*.

SOMEONE CALL IN THE DECORATOR!

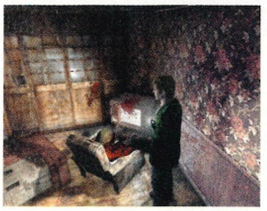
The haunting, intricately-detailed locations add much to the *Silent Hill 2* experience. Let's take a quick wander through this interior designer's nightmare..

"Well, I like the military-style corrugated iron look, but those curtains have simply got to go."



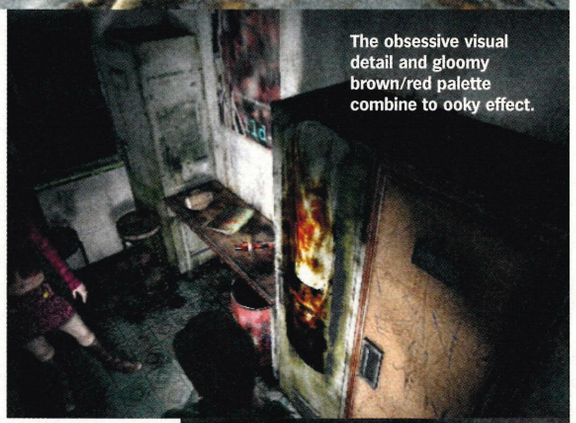
"Now kitsch ornamental light fittings are in, but that wallpaper? Yellow stripes are so last year, you know."

"The kitchen has that Seventies Rigsby/*Rising Damp* chic. Kitchens are the new bathrooms, you know."



"And this living room needs... Oh, you appear to have blown your brains out. It wasn't that bad really."

"I don't care about the monsters, I just want to eat my pizza, nagdammit!"



The obsessive visual detail and gloomy brown/red palette combine to ooky effect.

Corridors are rife with undead foe. You don't want a bed bath from this zombie nurse.

The game is also sublimely paced. After a stomach-churning moment of horror you will often bump into one of the lead characters triggering a movie sequence where they'll just talk as reassuring piano music plays in the background. But even these quiet moments are loaded with dread.

Eddie is an escaped convict who you first discover vomiting his guts out in a ransacked apartment; Laura is a weird little girl who claims to have met your wife; and Maria is the spitting image of your deceased spouse. All of them keep popping up unnervingly to move the story on. Laura particularly, is a haunting presence often scuttling out of a room as you walk in, like the girl in the red coat in Nicolas Roeg's disturbing horror film *Don't Look Now* (surely another source of inspiration for Team Silent).

Essentially what *Silent Hill 2* does is take the basics of a familiar genre and inject 1,000 ccs of invention into its weeping veins. There are brilliant, imaginative visuals, there are mysterious characters, there is a constant atmosphere of terror, there are multiple shock endings depending on what you discover en route. The only downside is that this is third-person horror adventure gameplay by numbers. The puzzles, the control system, the inventory system – they're all done by the book. Konami has experimented greatly with the presentation but not with the fundamental mechanics of the genre.

You could also say that the company is trying to have its coagulated blood cake and eat it. It wants *Silent Hill 2* to be about psychological horror rather than shocks and gore – a la *Resident Evil* – but the game is still filled with marauding zombies seeping down every street and corridor. Okay, so the locations might get dull without something to shoot at, and the ending does half-heartedly explain why these monsters are present, but really, the creepy central plot concerning James and his 'dead' wife would have been enough to build a game around.

But these are minor concerns. If you love horror films, horror games or horror anything, you MUST experience the twisted ride that is *Silent Hill 2*. Honestly, there are things in here that'll haunt you for months... ☐ **Keith Stuart**

SILENT HILL 2

Why we'd buy it:	**Why we'd leave it:**	**An utterly relentless journey into the heart of someone else's nightmare. How could you possibly refuse?**
- Intense atmosphere - Challenging puzzles - Multiple stories and endings	- Not for the faint-hearted - Gameplay will be very familiar to survival horror veterans	

Graphics	Loaded with sicko detail	09
Sound	Relentlessly scary and inventive	09
Gameplay	Familiar horror formula	08
Life span	Offers multiple endings	08

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Quality Control

Gamester Dual Force™ 2 Joypad for PlayStation 2™
Power and performance at your fingertips

Get to grips with a Gamester Joypad and game-play will never be the same again. Killer features like fast response, rubberised joysticks and the fantastic Dual Force™ 2 rumble feedback, put you right into the heart of the action. But that's not all. Check out the 12 analogue buttons with 256 levels of pressure control, the single mode switch for Analogue, Digital or NegCon, the durable build quality and sleek ergonomic lines of a Joypad that's designed to put **you** firmly in control. Available in black, metallic blue or silver, it's the essential PlayStation 2 accessory. ***Also PSone compatible.***

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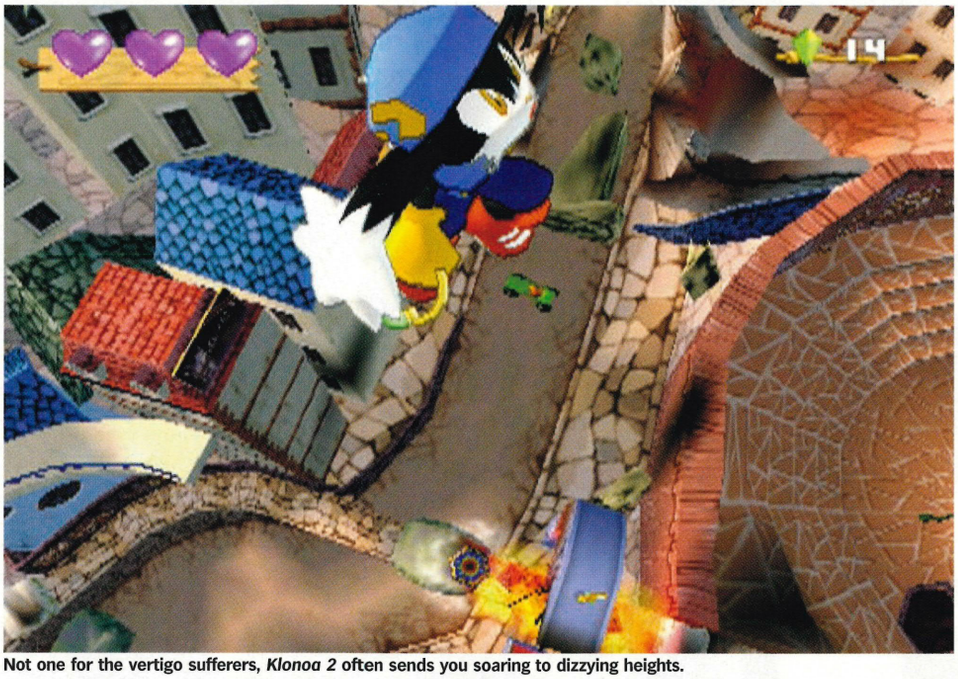
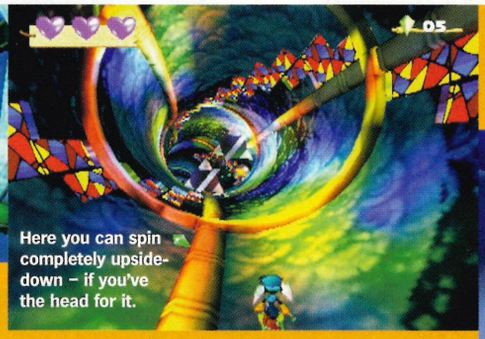
THE UNFAIR ADVANTAGE



Not one for the vertigo sufferers, *Klonoa 2* often sends you soaring to dizzying heights.

Joilant's Jungle Slider is a rip-roaring surfboard ride.



Here you can spin completely upside-down – if you've the head for it.

ON THE DVD

KLONOA 2: LUNATEA'S VEIL

Retro gameplay meets 128 bit technology in Namco's sublime platformer.

Publisher: SCEE
Developer: Namco
Price: £39.99
Players: 1
Out: Now
Web site: www.namco.co.jp/home/cs/ps2/klonoa2/index.html

Back story
Klonoa first appeared on PSone in 1997 and was sadly overlooked by many western gamers, distracted by the likes of *Crash Bandicoot*. If there's any justice in the world, *Klonoa 2* should help to redress the balance.

He may not have the huge following and popular appeal of the likes of those Mario Brothers or Sonic The Hedgehog but to those who've had the fortune of discovering him, Klonoa is a well-respected platforming veteran in his own right.

Back in 1997, while Sega and Nintendo's creations were delving (for better or worse) into the treacherous sea of three-dimensional game mechanics, this floppy-eared dream traveller had his toes firmly in the safe waters of 2D. Players were guided along a linear path through the surreal game world (unlike free-roaming platformers such as *Jak And Daxter*) while its 3D environments were used in numerous ingenious ways to *enhance* the experience, instead of overly complicating it. Four years later and happily, *Klonoa 2* retains this ingredient – and it's an altogether better game for it.

As is to be expected from Namco, one of the industry's veteran developers, *Klonoa 2* is an extremely polished game. It's a diverse, colourful and engrossing title that makes you smile inwardly as you traverse its beautifully crafted levels. Fire-ravaged towns, snowy mountain peaks, topsy-turvy mirror mazes and a surfboard ride down a winding river are among the wonders awaiting Klonoa and his two companions: a priestess called Lolo and a cocky dog-like creature named Popka.

//Namco's clever use of 3D environments and camera movement allow dramatic action//

The action takes place in Lunatea, a dream world to which our protagonist has drifted across the sea. Four 'harmony' bells that protect Lunatea are under threat from an evil pirate and it's down to Klonoa to sort it out with the help of his new friends. While this might not be particularly original, it's in the gameplay where *Klonoa 2*'s strengths lie, not the predictable story line.

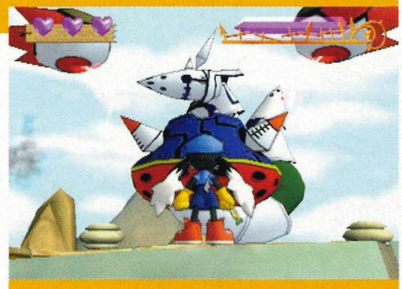
Klonoa's power comes from a ring he carries which also serves to transport Popka and Lolo from place to place. With this ring he can trap (and inflate to a considerable size) the creatures he encounters. By using these he can then jump higher, smash through barriers and trigger switches to allow access to the next area.

Though this may sound straightforward, the genius of *Klonoa 2* is in the way this is executed. The creatures come in many shapes and sizes and

LOONEY TOONS

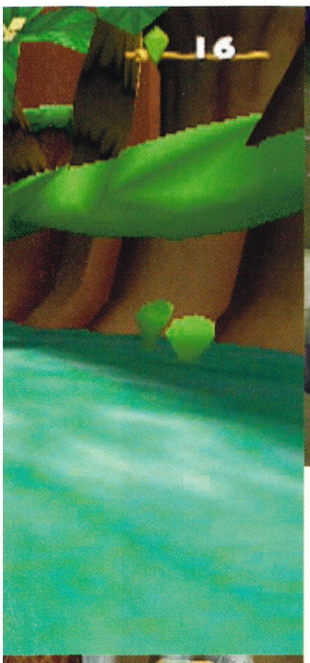
While the game's general characters are bizarre enough, the various bosses you'll encounter are even loopier.

Polonte The Hatchling
A giant egg-on-legs, this character appears in one of the forced scrolling sections. You'll need to grab all the speed boosts to catch him.



Folgaran The Armor Beast
With huge, spinning rotor arms, this early boss is quite a challenge. Constant jumping is required to avoid the bombs he hurls at you as well.

Lepito The Flower Clown
This odd creature splits into several smaller versions of itself and you must hit the one that lights up. It then acts like a bowling ball, scattering the others out of the way.



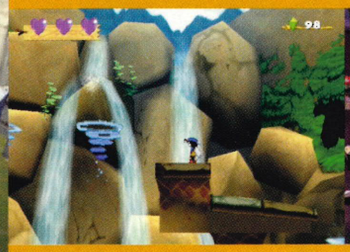
Excuse me? Could I possibly inflate you to an enormous size and bung you at this wall?

Use the creatures around you as trampolines to reach objects.

Is it a bird? Is it a plane? No, it's a rabbit! Maybe.

THE DARK SIDE

During the game you're required to re-visit certain areas that have been dramatically changed by a sinister event. You'll find them different to the first time you saw them.



1. La-Lakoosha
On first visiting this area you'll find a tranquil, serene place with these beautiful flowing waterfalls.

2. Noxious La-Lakoosha
Later on though, you'll discover the level has a whole different atmosphere. Everything has a strange purple hue and it's infested with wasps.

3. Volk City
While the city is full of many obstacles, it's a lot more inviting than the second time you visit it...

4. Volkan Inferno
This time, the whole place is ablaze and you're chased through the level by this huge homicidal robot. Nasty.

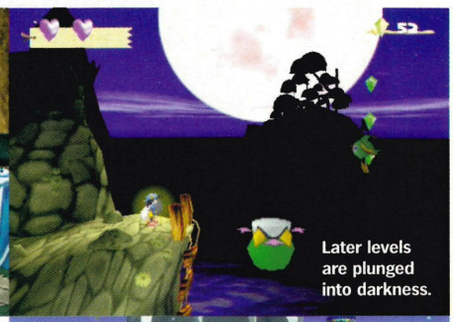
can be used in different combinations to achieve your goal. The Moos, for example, work as jump-pads or projectiles, while the Boomies are bombs that explode after a certain time. Meanwhile, the Kiton can fly you to unreachable areas. One creature produces an electrical charge that sends you shooting through the air while another needs to be combined to produce a colour matching that of the obstruction blocking your passage. Each can be used to solve the puzzles set by the game and no matter how impossible the route may seem (especially in the later levels) there are always ways to get to the next area or fight the boss trying to annihilate you using the enemies nearby. It just might take a while to work it out that's all.

CREATURE COMFORTS

There's a good learning curve built into *Klonoa 2*'s gameplay – this means you won't get stuck straight away on the first level. Instead, the puzzles gradually build in complexity. At the start it's quite simple, but by the time you reach later parts of the game you'll definitely be scratching your head. Importantly though, it keeps you coming back for more and that's part of its attraction. You just have to know what it's going to throw at you next.

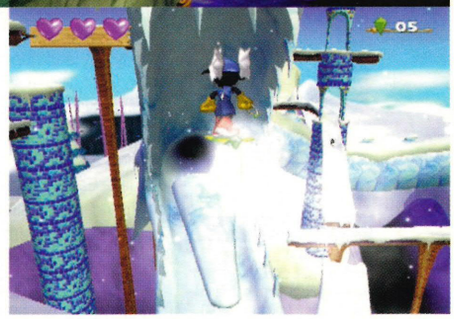
With its vibrant graphics *Klonoa 2* is a pleasure to watch as well as play. The cartoon cast is cute and colourful and uses the cel-shading technique (also used in *Fur Fighters*) to produce a clever 2D look to the polygonal characters. There are many memorable moments – like passing by huge cascading waterfalls, under fireworks exploding in the night sky or dropping from giddying heights onto houses below – and Namco's clever use of 3D environments and panning camera movements allows for more dramatic action while always keeping you heading towards your goal. You'll be shot from cannons and go soaring through the sky with tremendous speed or bounced high above buildings and streets, but the camera never drops to a position where you can't see where you're falling (which can't be said of Sonic's outings on Dreamcast). You never fall to your death because you can't see the platform below you and if you die, it's because your reactions weren't quick enough – plain and simple.

In case you hadn't noticed, we like this game. Like its peer, *Crash Bandicoot*, its gameplay is simplistic compared with many today but it's the way that *Klonoa 2* is executed that elevates it to greatness. Its linear play won't appeal to all but it's an abject lesson in videogame making from one of its greatest creative talents. While 3D technology has given us so many new experiences that we should appreciate, it doesn't mean that we should forget those that have given us so much pleasure in the past. ☐ **Adrian Lawton**



Later levels are plunged into darkness.

Dodging fire bombs is the least of your worries.



Shaun Palmer's Pro Snowboarder **might be more realistic but *Klonoa 2* is just as much fun.**

There's plenty of pick-ups including coins to give you extra lives and hearts that fill up your health meter.

KLONOA 2: LUNATEA'S VEIL

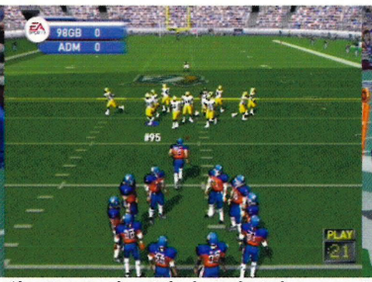
Why we'd buy it:	Why we'd leave it:	A fitting testament to platformers of old, *Klonoa 2* is a title with all the elements we love from the genre.
- Beautiful visuals - Cunning and addictive gameplay - There are currently very few decent platformers on PS2	- Linear structure may not appeal to some - A bit too cutesy for certain tastes	

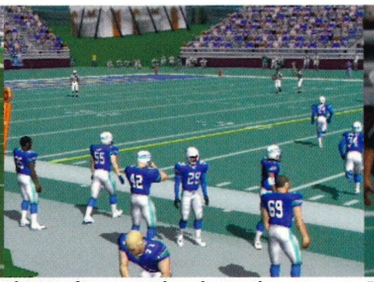
Graphics	Colourful, cartoony and gorgeous	09
Sound	Atmospheric soundtrack	08
Gameplay	A clever combination of 2D play in a 3D world	09
Life span	Time attack boss battles add longevity	08

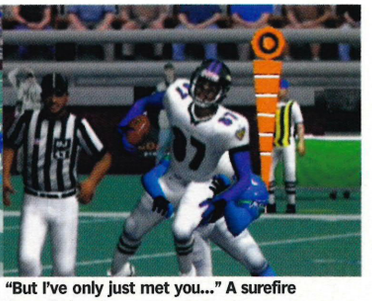
08

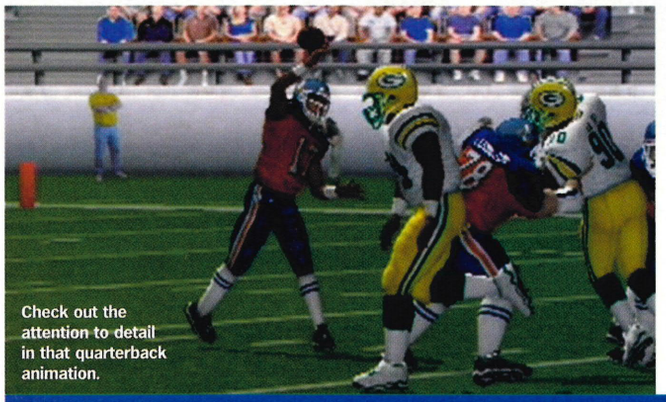
PlayStation.2 VERDICT

Madden's replays are both incredibly realistic and painful to watch...


Change your play at the last minute by calling an Audible. That's a team talk to us.


There's often as much action on the sidelines as there is on the field.


"But I've only just met you..." A surefire way of stopping your opponent.


Check out the attention to detail in that quarterback animation.

A wealth of weather conditions can be selected for game day. We likes it sunny.

MADDEN NFL 2002

New season, new *Madden*. Should you care?

Publisher: EA Sports
Developer: EA Sports
Price: £44.99
Out: Now
Web site: madden2002.ea.com

PlayStation 2 OFFICIAL MAGAZINE-UK STAR PLAYER

Back story

Madden NFL 2002 is actually the twelfth game in a series that began in 1990 on the Sega MegaDrive. Without fail, the Man of Mighty Girth has delivered the goods year upon year on just about every console going, whilst easily thwarting the offensive drives of Acclaim's *NFL Quarterback Club* and SCEA's US-only *NFL GameDay* amongst others. Last year that the franchise reached an all-time high on its PS2 debut.

"It's in the game!" Those four words are uttered at the start of every EA Sports game, claiming that if it something is in the real game, then it will be in the sim. However, these words provide no end of mirth when the game in question happens to be *FIFA*. Strikers shimmying their way to a 'sweet spot' and scoring every time – is that "in the game"? No, it's bloody not (and hopefully won't be in the videogame from now on), so it's just as well that *Madden NFL 2002* came along to back up EA's far-fetched comment with a host of dynamic new features for this 2002 outing.

Take Easy Play for example. If your knowledge of American football is nil or somewhat hazy after the constant schedule shuffling of the TV coverage, then this new mode strips all the unnecessary complications out of the game and lets you get straight down to choosing simplified strategies with which to drive your padded posse forwards. If you should require further nurturing in this full-blooded contact sport then Big John is on hand to coach you through the rules and strategies in another new mode called Coach's Corner.

Whether you're a big fan or not, no sports game offers the sheer unbridled depth of this one – it really has got the lot. Every NFL team and player has been included, as have all the best teams stretching back several decades. But if you can't stomach those tasteless strips and dubious names then you can, at last, create your own team from scratch and compile your own dream roster.

On the field of combat, a whole host of new animations have been shoe-horned in, including helmets flying off amidst a crunching tackle and players clutching their shattered shins before being stretchered off. All of this is replayed to stunning effect with some bullet-time rotations that let you get right into the thick of the action. The game's attraction isn't just confined to the pitch though, there's plenty going on around it to distract you – most notably gyrating cheerleaders and stressed-out Head Coaches. This coupled with the incredible level of detail on the actual players underlines EA Sports' dominance in this field.

But then EA Sports knows that this is the only American football game you'll need and so it has gone to great lengths to ensure that this package lasts you an entire year until the next instalment ships. Aside from the numerous game modes are the Madden Cards which are earned by achieving certain feats in the game. There are nearly 500 to collect which can be used to unlock extra teams and stadia or as currency to bet on the outcome of the matches with your mates.

Ultimately, there is far too much content in *Madden NFL 2002* that in order to truly do it justice would take a review of *War And Peace*-like proportions. But suffice to say, *Madden NFL 2002* must be applauded for utilising the rich hardware on offer to provide gameplay which is nigh on perfect. Yes, that good. ☐ **Ryan Butt**

HUMBLE BEGINNINGS

When EA published the very first *John Madden Football* back in 1990 on the Sega MegaDrive it caused ripples throughout the games world.

Not only did *John Madden Football* harness the atmosphere generated by American football, but it was fun to play too, even if you weren't a fan. As you can see from this screenshot, times have changed dramatically from a graphical point of view and the *Madden* of yesteryear is a far cry from the stunningly rendered beast that has set up home in our PS2s. Featuring teams of squat little midgets and animation via *South Park*, *John Madden Football* looks primitive nowadays, but compare the gameplay with, say, *NFL 2002* and the two are more or less identical. A commendable feat and proof that EA Sports can get at least one 'football' game right...

MADDEN NFL 2002

Why we'd buy it:	Why we'd leave it:	*Madden NFL 2002* captures every ounce of detail and spoils the player with a glutton of modes and features. Undeniably the best ever!
– Looks incredible. – Rammed with decent modes and options. – Provides expert tuition for novices. – Huge life span	– Will only really appeal to fans of the sport. – Defending is still mind numbingly boring	

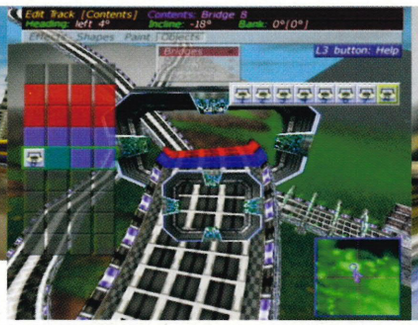
Graphics	Just like watching the real thing	09
Sound	Great commentary and crunching effects	08
Gameplay	Easy to grasp and thoroughly addictive	08
Life span	So many modes, so many features...	09

09

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

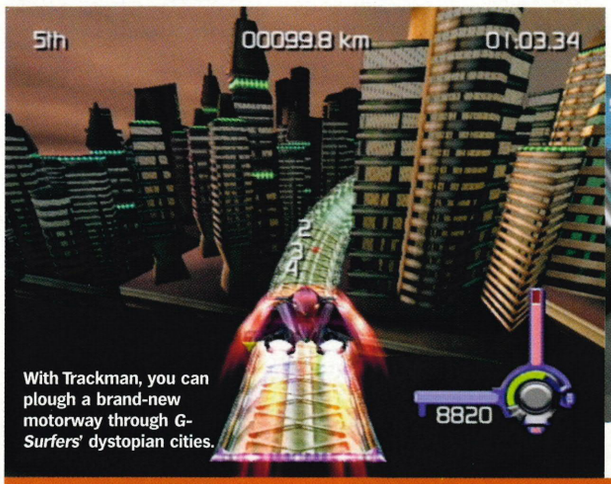
Apparently the speedo in the corner is accurate. 13,525 km/h? Yeah, right.

Too much speed on the brow of a hill will make your craft zoom off.



And here's one we made earlier, thanks to the twisty flexibility of *G-Surfers*' Trackman editor.

Turbo boosting down a hill gives a nauseatingly good approximation of a headrush...



With Trackman, you can plough a brand-new motorway through *G-Surfers*' dystopian cities.

From this sort of height it's key to make a smooth landing, otherwise your craft takes on damage.

THE NEED FOR SPEED

With no weapons to level the playing field, victory in *G-Surfers* relies on managing your turbo boosts.

1. Collecting red icons fills up a turbo bar, which can be unleashed at opportune moments for a blast of speed. Best unleashed when you've got a long straight section of track ahead of you.

2. Flying over the yellow sections of track gives a more sedate, instant boost. On later tracks, the yellow strips are positioned in such a way that you must leave the racing line to get them, putting your craft in danger of boosting straight into a wall.

G-SURFERS

Feel the g-force in the fastest racer on Earth.

Publisher: Midas Interactive
Developer: Blade Interactive
Price: £39.99
Players: 1-2
Out: Now
Web: www.gsurfers.net

Back story
The 'concept' for *G-Surfers* is credited to Mike Singleton, the programmer responsible for fondly remembered Eighties titles like *Midwinter* and *Lords Of Midnight*. Constructing the *G-Surfers* game world, containing an improbable-sounding 2.2 trillion polygons, is quite a step up from *LOM* that boasted an amazing 32,000 screens.

Future racing games come in two basic flavours: your PS2 *WipEout/XG3* type of weapons-based racer, where power-ups are almost as important as driving skill; and your N64 *F-Zero*-style game, in which the only thing that separates winners from roadkill is an impossibly light touch on the joypad.

G-Surfers takes its cue from Nintendo's title, in as much as you have to feel your way around sweeping corners, easing your craft towards the racing line while maintaining sufficiently delicate control to prevent the back end sliding out of shape. There are no weapons power-ups to be found, and the fierce AI of the computer drivers means the slightest mistake will be punished by the loss of two or three hard-won places.

The tracks spiral around mountains and through cities, rising to giddying heights before plunging back to Earth. Splits, short cuts and jumps are placed liberally throughout the five-cup, 30-race championship that comprises the game's standard One- and Two-player modes, and finishing in the top five of a race unlocks the next in the series. Barring the huge scale of the tracks, which can stretch for hundreds of miles, there's little new here. What elevates *G-Surfers* above the mundane is an option called Trackman.

This is the most comprehensive editing tool ever to grace a console title. While ordinary track editors restrict you to placing Scalextric-style road segments, Trackman lets you draw free-form shapes around topographical features on a satellite map of the entire globe. The tracks can be made to twist, break, undulate, or perform any one of a number of movements, and since Trackman is the tool the game's designers used to build the preset courses, it isn't beyond the realms of possibility to create something as impressive as the built-in courses. Absolutely everything can be customised after a few sessions with the Trackman tutorial, although the PS2 will show signs of struggling if you put too much on a large track.

In fact, it's these technical limitations that are the only real black mark next to *G-Surfers*' name. To create a game that moves enormous environments at such high speeds, the tracks and scenery are, by necessity, blandly textured and lacking in detail. That was never a problem with *F-Zero X*, as N64 gamers weren't expecting the kind of graphical wizardry that *XG3* has shown the PS2 is capable of. Less forgivable though is the rather shaky frame rate: *G-Surfers* never moves with the smoothness we now demand from our PS2 titles.

Despite those reservations, *G-Surfers* remains a solid alternative to *XG3*. Winning races calls for a touch of skill, and if you've ever enjoyed modifying PC games, it's probably worth buying for the Trackman option alone. ☐ **Martin Kitts**

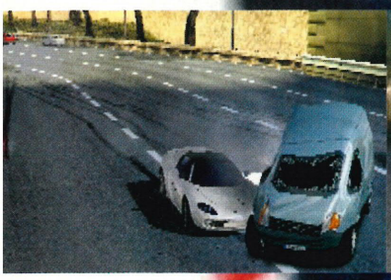
G-SURFERS

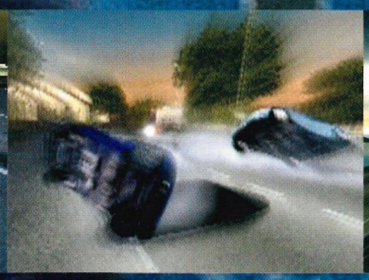
Why we'd buy it:	Why we'd leave it:	Not perfect, but it's impressively fast, and the excellent editing software compensates for its technical shortcomings.
- That outstanding track editor - Unlimited variations - Blissfully fast - Subtle handling	- Iffy frame rate - Not as pretty as *XG3*	

Graphics	Basic textures, few special effects	05
Sound	Techno tunes and booming engine noises	06
Gameplay	Slick analogue handling for impressive depth	07
Life span	Trackman option makes this last for months	08

07

PlayStation.2 VERDICT





Three thunderous smashes from a game rammed with fender-bending action. Actually, make that traction.

Another tight scrape takes you within inches of becoming a messy, mangled concertina.

Publisher: Acclaim
Developer: Criterion Studios
Price: £39.99
Players: 1-2
Out: November
Web site: www.criterionstudios.com/burnout.htm

Back story
Burnout began life as '*Shiny Red Car*' (see our feature in *OPS2* issue #04). This is Criterion's alternative to car sims like *Gran Turismo*, it's an ultra-fast, brash arcade racer. Inspirations include Sega's *OutRun* and countless chase scenes from the movies.

Introducing the videogame equivalent of Sky One's half-hourly doses of no-brainer TV shows. Except for 'no brainer' read 'popular' (or populist) because *Burnout*, like those programmes, gnaws at our Achilles heel, praying on our darkest fetishes. In this case, a love of speed, life-threatening danger and a peculiar compulsion for car crashes.

So you get the picture – *Gran Turismo* this ain't. In fact *Burnout* is something of a reaction to the racing genre as RPG is to navigational adventure or management game. There's no buying or selling, no hidden routes, no missions and there's certainly no chance to fiddle with an elaborate car setup. Instead, Acclaim's new motor owes its inspiration to a true videogaming legend – Sega's *OutRun*. Released in 1986, *OutRun* was pure arcade fun with formulaic gameplay based on dodging repetitive waves of Sunday drivers – the kind of action usually buried beneath layers of fancy graphics these days. At the time, of course, the glowing red Ferrari, hot blonde and chilled-out tunes were cutting edge stuff.

It's no shame, therefore, that developer Criterion Studios has harked back to Eighties gameplay and controls with *Burnout*'s single brake button, left and right turning and that most classic of power-ups – the turbo boost. Yet this nostalgia trip is tinged with a hint of bravery, considering that the gamers of today demand sophistication, with the PS2 able to deliver on a scale that the developer of *OutRun* could only dream of. So what has Criterion done to take this to the next level? Answer: plenty.

LIFE'S A BLUR AT 150MPH

For starters, *Burnout* is knuckle-crunchingly fast. While speeds of 150mph may sound relatively pedestrian, the detailed backdrops and skiddy handling conspire with hairpin-free courses to convey a frightening sensation of raw speed.

Enter the game's most thrilling element – the eponymous Burnout. Fill your Burnout bar by dodging traffic, the more paint job-threatening the better, and hold L1 to feel your eyes widen as the scenery whizzes past in the fabulous motion blur that accompanies your turbo boost. The graphics hold up brilliantly, which is more than can be said for the seat of the player's pants, and the challenge of dodging the innocent becomes nigh-on impossible. What's more, with further danger around the corner, there's no time to gloat over a lucky (or even skillful) driving display.

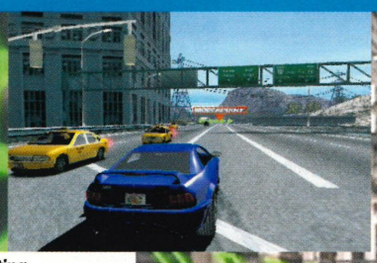
It gets better, because the streets are busily peopled with vans and trucks going about their business, cars tootling along at 50mph and law-abiding citizens parked at the lights. And let's not forget that this is a racing game, even if it sometimes feels like a furtive chance to realise your fantasies of skidding round a city centre à la James Bond escaping from the local Mafia. You're up against three AI cars in a series of mini championships, each unlocking the next. Your rivals use filthy ramming tactics as they weave amongst the traffic in their own bid for glory, constantly at your back. This jostling makes the game all the more hair-raising as you divide your attention between reading the next crossroads, dodging the oncoming traffic and making sure you aren't shunted into a wall at 150mph.

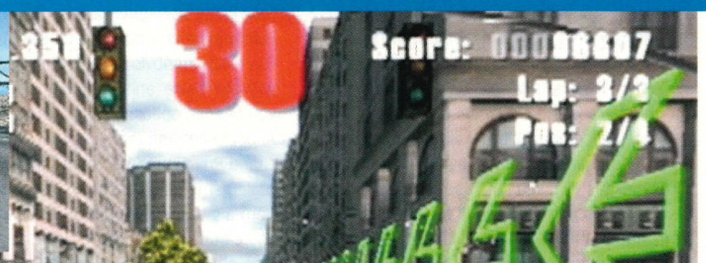
The result of such dangerous driving is as obvious as it is inevitable: spectacular crashes. If you missed them in real-time they're immediately replayed in blood-curdling slow-motion showing every detail of the spinning, mangling and crumpling of your car. And just for an added bit of

ON THE DVD

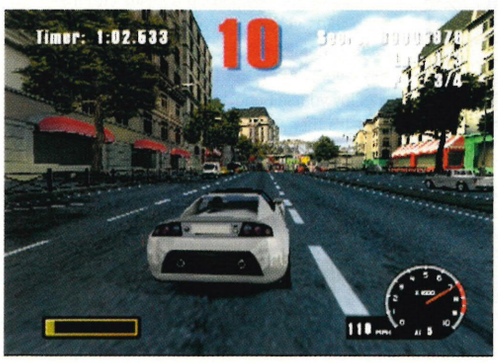
BURNOUT

Remember *OutRun*? Loved *Ridge Racer*? Then you'll die for this.





(Below) Admiring the view in pretty next-gen setting.



Crossroads pose a particular threat: close your eyes and prey.

Is this where we do the Jasper Carrott insurance form gag? Hmm.

Another high speed smash sends your closest rival careering perilously close to a wet date with the Mediterranean Sea.

THE GARAGE

Choose your difficulty level by selecting motors with progressively trickier handling.

The range of motors may not be as vast as in *GT3*, and these may not be brand names, but they go like the clappers and crumple like paper. Check out this selection, but don't expect to get a quote for insurance cover...

SUPER MINI
A great car to start you off: dead easy to handle, nippier than it looks and small enough to squeeze through the tightest of gaps.

ROADSTER
It looks great and goes like a rocket, but you will have to unlock this baby in the main game. It'll really take a battering in collisions, as well.

MUSCLE
With impressive acceleration and a nifty top speed, this is a chunky car with few drawbacks. Once you begin to slide though, you could be in trouble.

PICK-UP
The car of choice for every self-respecting Texan features tricky handling and a less than impressive top speed, but it sure packs a punch if you corner a rival car.

morbid fun, there's an immediate damage assessment so you can see how much you've cost the insurers. Luckily, you're soon plonked a little further up the course with your car intact to ensure you don't lose your winning chance after just one smash up.

FEEL THE PRESSURE

Let's not, however, be too keen to champion pure action over simulation. After all, there are reasons that racing games evolved away from the brash arcade style, and it's not just that the technology got better. Us gamers simply got more demanding and the depth of the *GT* games came as a welcome antidote to 'beat the virtual opponents'. We wanted to improve ourselves and feel we were earning extras by honing our gaming skills. Developer Criterion Studios will be the first to admit it has largely shunned such considerations.

Except, of course, for the fact that every game needs some element of progression to make it a worthwhile play. In *Burnout* you kick off your first championship in the Journeyman Grand Prix driving the Interstate track, a US freeway and culminating in a race around the mean streets of River City, an obvious double for Paris, complete with the 'Seine' and and street cafés. Once you win you face an optional, unlocked duel with a single AI opponent and the prospect of the Big Run Grand Prix around yet more tracks, and so the main game continues over 14 courses derived from a group of five main circuits. What's more, you can unlock additional vehicles – beat the first face-off, for example, and you'll get the sporty Roadster to admire, then smash into pieces.

//If you missed a crash in real-time, it will be replayed in blood-curdling slow motion//

That's not all: each race is not a straight face-off against AI opponents. You have to progress through various checkpoints, irrespective of your rivals' position, which is inevitably close behind you. In fact, that proximity can prove frustrating when a crash after a long, perfect section sees them belting past you for the win as you crawl back up to cruising speed. The result is a familiar, stomach-churning feeling for arcade veterans as you're ever-pushed to produce the perfect run, a concept reflected in the unlockable Survival mode in which you have to complete three laps of various courses without suffering a single crash.

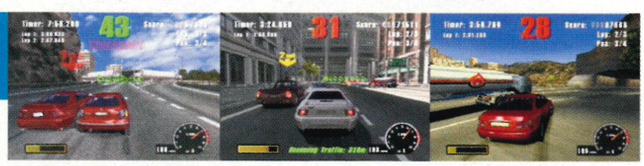
A similar frustration derives from the fact that merely nicking the corner of a crash in front of you gets you embroiled in the carnage, which is a shame because it would be a source of great satisfaction if that flipping car ahead of you just grazed your bonnet and somehow missed your windscreen to leave you scratched, but in the clear.

Despite the ramped-up crashes and their astonishing physics, the name of the game is, of course, winning races by avoiding cars – and it's only when you master this that you can truly begin to enjoy yourself and appreciate your own mad skills. It's then that clever little niggles pile on the performance pressure, such as the impressive particle effects as dust is thrown up from dirt sections and vision-obscuring smoke palls from crashes, both of which make handling just that little bit more intense.

The gameplay may be straightforward, and the handling of the cars deliberately basic, but *Burnout* is not wholly devoid of tactics. When you're toe-to-toe with a rival you can nudge them

THERE ARE NO FRIENDS HERE...

To succeed, you need to ram the hell out of your opponents whenever they come within a whisker of your bumper.



1. Force them into a wall as they pass. A risky tactic that could result in you spinning out of control, but it does provide a peculiarly gruesome thrill.

2. Push them into an oncoming car. You can almost hear the screams of fear from your rival as you box him between a wall and your own motor, then guffaw as that oncoming truck smashes him into oblivion.

3. If you spot a turning almost blocked by a lorry or tanker, make a late swerve, slip ahead of your opponent and break as you nip through. Chances are your opponent will dodge you and hit the other vehicle.

ARCADE EVOLUTION

A few highlights in the history of arcade racers.

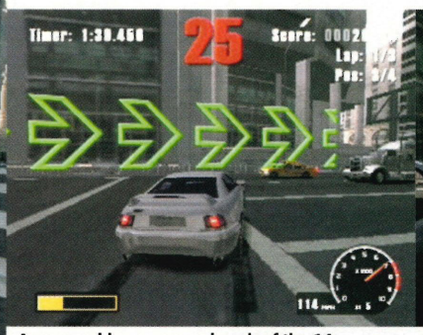
OutRun (Sega)
The 1986 classic that changed the racing genre.

Ridge Racer (Namco)
A high speed, pedal to the floor adrenaline rush.

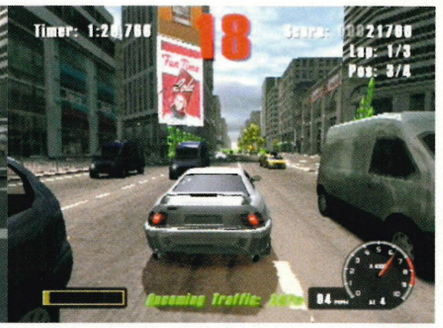
Daytona USA (Sega)
Bright, brash and pure arcade driving magic.

Thrill Drive (Konami)
A sick twist on the arcade theme with thrilling results.

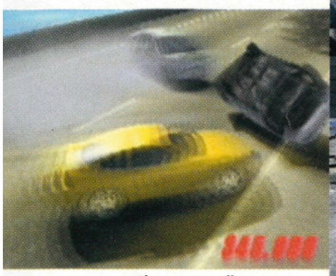
At least at night other cars' headlights warn you they're coming.



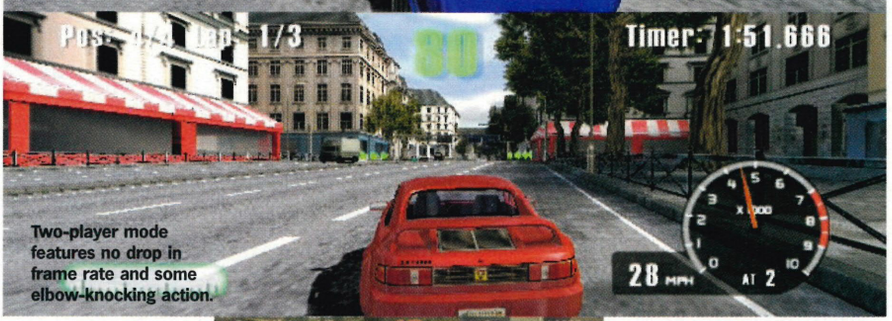
Arrows guide you around each of the 14 courses, though you'll never face a sharp turn.



With traffic like this, you haven't got time to admire the billboard as any lapse in concentration is fatal.



A three-car pile-up heralds a modest insurance claim. For big money, hit a couple of fuel tankers.



Two-player mode features no drop in frame rate and some elbow-knocking action.

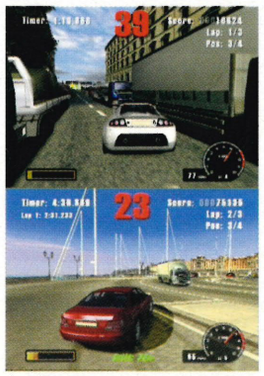
into other vehicles, or better still turn into their vehicle and drive them towards oncoming traffic. Also, there's a smattering of the other usual options to add variety to proceedings. The Time Attack mode is a mad rush to beat the clock through busy roads without opposing racers. The Two-player mode sees no drop in frame rate, or the integrity of the graphics, and is, in many ways, more satisfying to play than the main game, excluding as it does the mystifyingly similar performance of AI cars to your own. This can be played with up to two additional computer-controlled cars and things can get ugly as you elbow your mate into second place on a nasty bend. Sadly, there are few options to make multiplayer gaming a truly valuable addition to the package.

FEED THE NEED FOR SPEED

Ultimately *Burnout* was designed as a single-player affair so this is simple and adrenaline-heavy with the game fundamentally very forgiving – all but the most brainless of head-on collisions with the scenery see you skimming on at an unbearable pace and the AI cars won't cause much damage directly. This shift in emphasis on the part of Criterion towards accessibility and pure speed is certainly refreshing. What's more, it's great to see a racing game where your rivals spin out and slam painfully into the oncoming traffic with a cringe-inducing thud, and it's even better to know that a few well-placed shunts will sentence them to a painful slide into oblivion!

Of course, *Burnout* comes into its own when there's a real pile-up and smashed vehicles lie strewn across the road with all the violence of the collisions cleverly suggested with good sound effects, realistic physics and excellent replays.

So what of that looming spectre, *Gran Turismo 3: A-spec*? Well, if the latest *GT* is the benchmark game of the racing genre – and let's face it, it is – then *Burnout* kicks its ass in terms of raw of speed and danger. If it's pure realism you crave, you should look elsewhere but if it's driving on the edge you're after, the line between heart-warming glory and heart-stopping disaster has never been thinner. ☐ **Lee Hall**



(Top) A slow-moving French fuel truck blockade is a potentially explosive backdrop.

BURNOUT

Why we'd buy it:	Why we'd leave it:	The combination of fast motors and oncoming traffic makes for a thrilling driving game. Hold on for an exasperating ride.
- The pure adrenaline rush of speed - Spectacular crashes worthy of replaying - A welcome contrast to a racing simulation	- Under-developed Two-player mode - Few original courses - Too much onus on a perfect run	

Graphics	Solid environments that hold the speed	08
Sound	A decent blend of smashes and subtle tunes	07
Gameplay	Simple, but fiendishly addictive	08
Life span	Persistence is rewarded, you'll refuse to lose	08

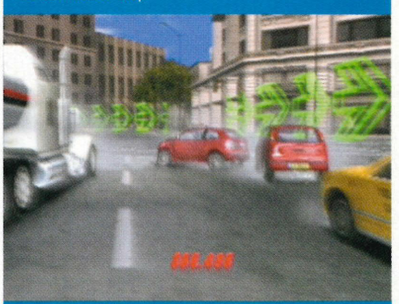
08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

CRASH COURSE

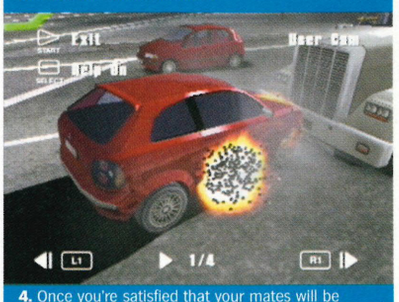
Burnout **truly gets going when you grind to a halt, that's because a lot of effort has gone into making crashing a crucial part of the experience. Here's how it works:**

1. You're hurtling towards an oncoming vehicle and it's too late to stop!



2. You smash into the car and the action spins into a slow-motion replay showing you a smattering of blood-curdling angles.

3. Then you check out the incident in Replay mode after the race, morbidly zooming and rotating the camera for maximum detail.



4. Once you're satisfied that your mates will be drooling over this one, save the crash to Memory Card and show it off round their place.

GOT THIS?

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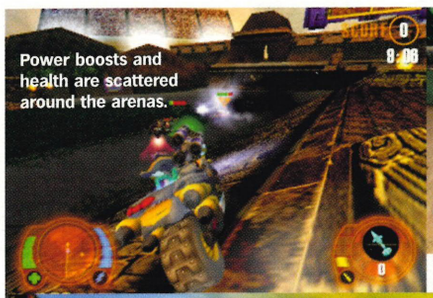
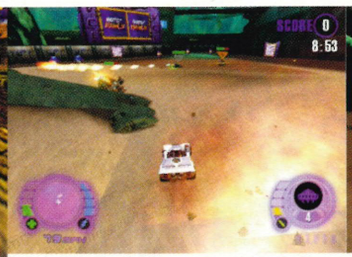
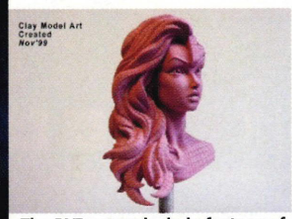

Power boosts and health are scattered around the arenas.



Although you can change your driving viewpoint, it won't make a bit of difference to how your vehicle moves or handles.

Each character (in this case, fiery redhead Volcana) is fully animated a la *ATV Offroad*.

Mayhem's chunky craft handle as if they're moving through treacle.


The DVD extras include footage of the characters as clay models.

Two-player deathmatch is fun but limited.

In Quick Brawl mode you're thrown into the heat of battle.

MOTOR MAYHEM

It's futuristic deathmatch-based vehicular combat! Yes. Again.

Publisher: Infogrames
Developer: Beyond Games
Players: 1-2
Price: £39.99
Out: Now
Web site: www.motormayhem.com

Back story
Motor Mayhem is the first PlayStation 2 game from Beyond Games. Its previous titles have been rather low key affairs and include *Battle Wheels* for the handheld Atari Lynx and *Ultra Vortek* on the Jaguar. The game makers are keen to point out it's been built with, 'the Brainstorm Engine at its core'. There's little to explain what this actually does though.

Motor. Mayhem. One guess as to what this is going to be about. It certainly won't require you to do many puzzles, will provide little next-gen immersion and certainly isn't going to take you three weeks to complete. If that was what you were thinking, correct on all accounts. And we haven't even got to playing the thing yet.

It's not often that a game that tries so hard to impress is so uninspiring. As if there aren't already people bemoaning the lack of variety in PS2 releases (however wrong they are) and then this comes along. To describe it is to run out old phrases that will probably make your toes curl, but here goes. It's a deathmatch-based futuristic driving game. It is set in different themed arenas, one of which is a Mayan temple, another a space station. You pick up different weapons and power-ups, and each of the contestants has their own individually designed vehicle and character attributes. Does anyone detect a hint of ennui wafting from the last three sentences?

It could be the overly cheerful purple and orange colour scheme of the front end, or the way the menus hyperactively traverse from one to the other, but from the very beginning it is as if the developer was deliberately trying to put you in a bad mood. This isn't helped when you take control of one of the vehicles. After you've pontificated on the merits of Corvalis over Volcana it becomes apparent that whoever's idea it was to just assign one analogue stick to all movement got it wrong. There's no reverse gear, brake or accelerate, meaning no opportunity for sneaky power slides or emergency stops. It might have been a conscious decision to make the controls simple but they feel totally askew.

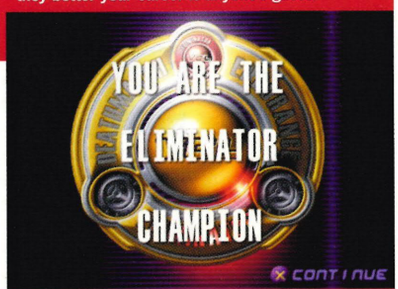
Although the arenas themselves appear well drawn they still show glitches. Back up into some walls and the camera doesn't know where to put itself, and you disappear into the void behind it. Also when you encounter any real mayhem the action stutters. Or perhaps it's just your brain, shutting down briefly in protest.

The developer has sought to include *some* innovation. There are DVD extras including behind-the-scenes footage that show how the vehicles and characters were moulded in clay before being rendered in code. You wonder if this was *really* necessary. Then there are the combo attacks, that add a little to deathmatches – but excitement about pressing a combination of buttons is limited.

All credit then to the developer for trying to do the impossible – create a shamelessly unoriginal game, doing an average job and expecting us to fall for it. Better luck next time. ☐ **George Walter**

IT'S MY LIFE?

***Motor Mayhem* comes with a Career mode. Another of those over-used but under-explained terms, here there are three modes within it. How they better your career is anyone's guess.**



Endurance
Time for some stamina racing. In each round of Endurance, you take part in a one-on-one encounter. Once you're dead, that's it. No second chance.

Deathmatch
What do you think? Yup, it's a literal match to the death in this one. First to a set amount of kills wins the opportunity to go and do it again, only this time against even more vehicles.

Eliminator
It sounds like a round out of *Gladiators*, and the tone of the game isn't too dissimilar either. Your challenge is to be the last person standing. As you progress, you'll have to kill more enemies.

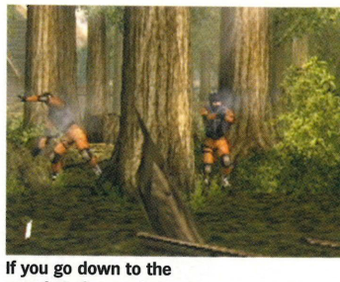
MOTOR MAYHEM

Why we'd buy it:	Why we'd leave it:	Effectively a non-starter. Too many other games exist like this, and *Motor Mayhem* just doesn't do enough to lift itself above the pack.
- Because *Twisted Metal: Black* has been delayed - It's not awful just very, very average	- Lacking in new ideas - A strangely 'tacky' feel to the whole thing	

Graphics	Functional and fast if slightly glitchy	06
Sound	Dirgey industrial fare	04
Gameplay	Odd control system and very formulaic	05
Life span	Very limited	05

05

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT



If you go down to the woods today, pack a bloody great big gun.

The bad guys wish they had a 'duck' button, too.

ON THE DVD

TIME CRISIS 2

Dispensing justice with Keith, Robin and the coolest light gun ever.

Publisher: SCEE
Developer: Namco
Price: £39.99, with G-Con 2 £49.99
Players: 1-2
Out: October 31
Web site: www.timecrisis2.com

Back story

Time Crisis, *Time Crisis 2* and the more recent *Crisis Zone* have all been coin-op smashes for Namco. The original *Time Crisis* port was a big hit on the PSone in 1998, introducing the accurate G-Con controller to gamers more used to the traditional hit-and-miss light guns, that often refused to work properly if more than a few feet away from the screen. *TC2* has been a long time coming to console, but the graphical improvements between the PS2 and coin-op versions are huge.

It's a Mexican stand-off. You're staring down the barrel of a gun, your trembling hands clutch a .45 and you can't remember whether you fired eight or the full nine shots. You've got to ask yourself one question: 'Do you feel lucky?' Well, do you?

Time Crisis 2 throws you into exactly that sort of situation about every 20 seconds, and as such, it's arguably the best light gun game to date. Approached with the new and impressively accurate G-Con 2 light gun in hand, it's a tense arcade blast against hundreds of heavily armed foes and the relentless ticking of the clock.

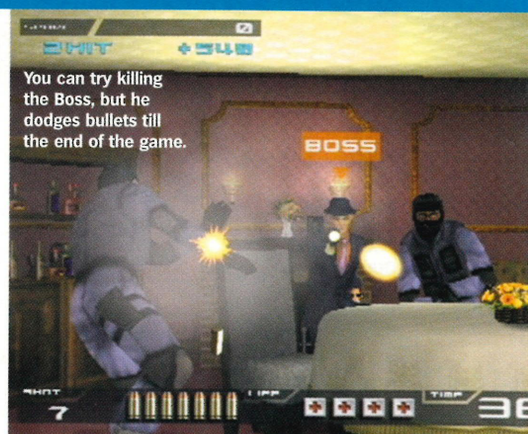
You play either Keith Martin or Robin Baxter, a pair of hard-nosed cops who've seen a few things in their time, and don't mind using vast amounts of live ammo to make sure they don't have to see any more. Packing more firepower than the entire UK police force, the duo are out to waste bad guys and generally save the taxpayer the cost of bringing perps and wrong-doers to justice. Boss characters crop up at the end of each level, and the story is told via real-time cut-scenes. Mostly, it's all about being quick on the draw, and knowing how many bullets you've got left in your clip.

Of course we've seen this kind of thing many times in the past, but *Time Crisis 2*'s unique selling point is the way it focuses on the two characters. Whenever you play, your buddy will be there with you, either standing alongside as you plug away at the endless hordes of enemies, or running along a slightly different route to get an alternative vantage point. In the One-player mode it's just a cosmetic touch (an annoying one, since he's a bit of a pacifist, always walking in front of someone you want to shoot) but plug in another gun and the game really starts to feel special.

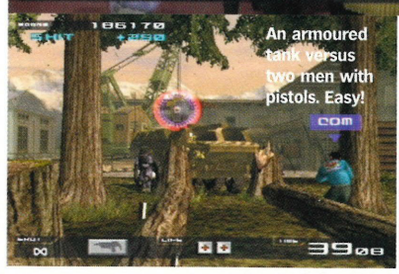
KILLING SPREE

With two players, the screen is letterboxed and divided down the middle, so each player gets a different view of the action. Once you've got used to firing at such a small part of the screen, it's great fun. As in the one-player game, the dual routes are randomised to ensure you're never completely aware of what's going to be around the next corner, or which direction you'll be facing.

The big drawback with that setup is the difficulty you'll have playing on anything other than a gargantuan widescreen TV. On a bedroom



You can try killing the Boss, but he dodges bullets till the end of the game.



An armoured tank versus two men with pistols. Easy!

BONUS BLASTS

***Time Crisis 2* is packed with bonus games – most notably two complete arcade titles.**

1. Skeet shoot
Do well in the Shoot Away bonus game and you'll unlock this excellent 3D version, which is like a light gun version of *IT&F 2000*.

2. Fast draw
Quick & Crash is an arcade game that uses real pop-up targets with a light gun, and a spectacular 'exploding teacup' finale.

3. Old guns
It's the PS2 version of one of those old shooting ranges, with simple white targets projected onto a huge background photo.

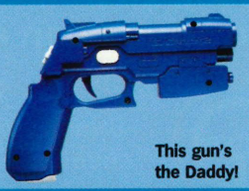
4. Basic training
One minute to fire six shots at a moving target. It sounds easy enough, but your arms start to seize up after three or four rounds.

Perhaps the reason your buddy veers across your line of sight is because he's steering with his knee.

Here's the Two-player mode, with the screen split in two. Unfortunately there are enormous black borders above and below this narrow strip, so you'll need a widescreen TV (or fantastic eyesight).

GUN CONTROL

Meet the fastest gun in the west, Namco's disturbingly accurate G-Con 2. It's big, it's bad and it's very blue



This gun's the Daddy!

Old, but just as good.

The new USB G-Con 2 (left) is a sweet piece of kit, even if its chunky blue barrel does look like an attachment for a Dyson vacuum cleaner. A D-pad on the back allows you to duck out of sight by flipping your thumb up to where the gun's hammer would be, which is a natural movement, or by hitting the bottom of the grip. The original G-Con (right) is compatible with the game, although we did have a few problems getting third-party versions to link up in Two-player mode.

While you're plugging away at these nasty terrorists, your trusty buddy in the background can sneakily pop a few caps in their asses from behind.

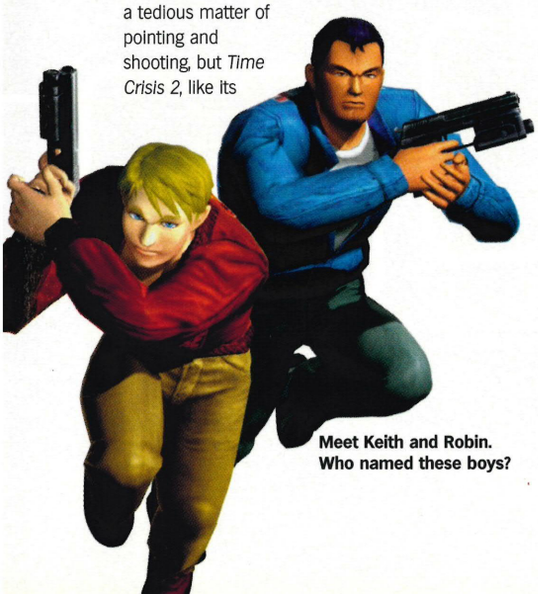
//Hard-nosed cops packing more firepower than the entire UK police force//

portable, or even a screen as large as 28 inches, it's very hard to see what's happening, let alone hit anything (unless you're sitting with your nose up against the screen, which kind of spoils this game of skill and quick reactions). The best way to play is to replicate the arcade version. Do this by using the i-Link port to hook up two PlayStation 2s, two guns, two TVs and two copies of the game. Absolutely fantastic, assuming you have access to all the necessary gear, that is. It's well worth organising for a special games night.

After a while, average gun games can become a tedious matter of pointing and shooting, but *Time Crisis 2*, like its PSone predecessor, is nicely thought out, and packed with enough set-pieces to make it worth replaying. The duck and reload feature, which allows you to catch your breath for a moment (while avoiding getting your head knocked off by moving objects on certain levels) is still a better concept than anything Namco's competitors have so far dreamed up.

To add longevity to the arcade gameplay, there are some excellent hidden extras to unlock, and it's possible to play the whole thing with a G-Con in each hand, which is perfect for those moments when you get that John Woo feeling (or you've just finished watching *The Matrix* again). The first time you play, you're given a miserly number of credits, which is increased every time you lose. So unless you're the Clint Eastwood of gun games, you won't finish it on your first few attempts.

It's very well designed, and the addition of so many extras makes it feel like a value-added special edition, rather than a straight conversion of a three-year-old arcade machine. If you're after some satisfying, mindless 'twitch' gaming, this is about as good as it gets right now. ☐ **Martin Kitts**



Meet Keith and Robin. Who named these boys?

Avoid those life-threatening purple bullets. They hurt.

Another typical day for a BR ticket inspector.

TIME CRISIS 2

Why we'd buy it:	Why we'd leave it:	Shooting things is fun, especially when the things look as nice as they do here. A real serial killer of a light gun game.
- Two-player mode - Good looks - Loads of hidden extras	- You need a huge TV or loads of equipment to get the very best out of it	

Graphics	Fast, smooth and clear	08
Sound	Crap voiceovers, but loads of explosions	06
Gameplay	As comprehensive as shooters get	07
Life span	Two complete bonus arcade games, and more	08

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

Unleash the power.

Action Replay 2™ V2 is the all-in-one gaming solution for PlayStation®2 - giving you the power to bust open even the toughest games, and much, much more.

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Using 100% unofficial cheats created specifically for AR2, you can uncover game secrets at the press of a button. Give yourself stacks of cash in Gran Turismo 3; unlock the Rally Mode; drive the Super Sports Cars; buy any car you want; take total control of the action!

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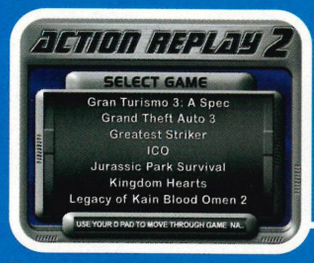

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for PlayStation®2

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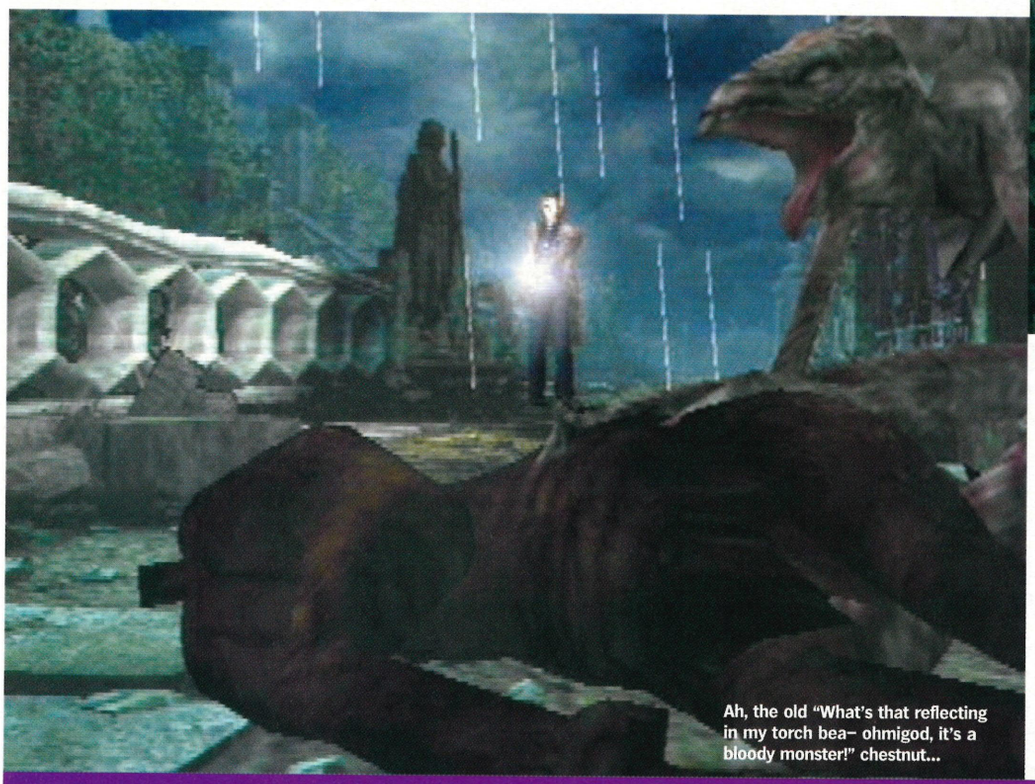
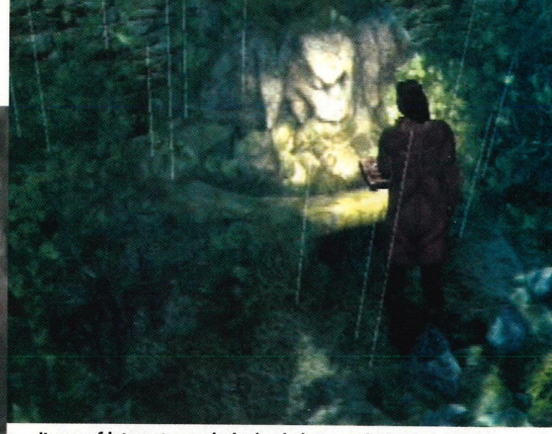


Ah, the old "What's that reflecting in my torch bea– ohmigod, it's a bloody monster!" chestnut...



Items of interest are glaringly obvious against the pre-rendered backgrounds...

The enemies, like those in *Silent Hill 2*, are hard to describe and repulse on sight...

ALONE IN THE DARK : THE NEW NIGHTMARE

The grand old man of survival horror is back, but are its residents evil enough?

Publisher: Infogrames
Developer: Darkworks
Price: £44.99
Players: 1
Release: September
Web site: www.aloneinthedark.com

Back story

The New Nightmare is actually the fourth *Alone In The Dark* adventure – the previous three wowing PC gamers over the past ten years. The series started out long before *Resident Evil* caused a stir with its zombie-infested corridors, creaky doors and exploding heads and its influence is plain to see in many of today's horror games. PSone watchers will know that *The New Nightmare* was recently a number one hit for Infogrames, albeit in a graphically-inferior form.

Having been thrilled, astounded and mentally tortured almost to the point of a nervous breakdown of David Icke proportions by Capcom's sublime *Resident Evil* saga, anything else could seem like an anticlimax in comparison. But then let us also not forget that when Shinji Mikami was crafting the first of his dark works, he probably had his office PC running the grandfather of survival horror games for inspiration – *Alone In The Dark*.

Infogrames' original action adventure raised many a hair on many a neck long before Mikami-san OD'ed on sake and fell unconscious watching George Romero movies to all kinds of tripped-out, but nevertheless inspirational nightmares (probably). That was way back in the early Nineties though, and times have changed somewhat. Having spent a considerable amount of time in development at Darkworks' Parisian headquarters, this had better be a pretty spectacular return for the series in the wake of *Code: Veronica X*, right?

The New Nightmare, for anyone who has just made the step up to PS2, is almost identical to the recently released PSone version. The 'almost' part refers to the graphics being slightly prettier. Nevertheless it starts out with the best intentions to grip, chill and generally unnerve.

The story revolves around Edward Carnby, your traditional flowing-haired, gun-toting, blue-eyed action hero and Aline Cedrac, the methodically-thinking heroine. As they prepare to land on Shadow Island (see Two Of A Kind for their motives for daring to venture there) their plane experiences technical difficulties and they are forced to bail out. Parachuting down to terra firma, the duo are separated and begin their fated journeys on different parts of the sinister isle – Edward lands in some ghostly woods, while Aline falls on the roof of a mansion. You can opt to play as either and each has their own unique adventures, although their paths do cross.

Beginners would be best advised to start out with Edward because he alone had the good sense to leave home with a firearm. However as you soon learn, the best weapon in this game isn't a .44 Magnum, but a conventional battery-operated torch. You see, *Alone In The Dark* brings some new twists to the genre and as such commands respect from the off.

LIGHT UP YOUR DEATH

The torch in question has two purposes. One is to keep some of the squinting creatures you encounter at arm's length and the other is to reveal hidden clues and objects. The lighting effects it gives off are stunning and the fact that you have to use it as a vital tool for ensuring your progress is cunning in its simplicity.

Somewhat puzzling though is why you have full analogue control of your torch arm, but not of your general movement. Pixel-perfect alignment with doorways and objects is required to utilise them and trying to traverse this vast playing area in digital soon gets cumbersome.

Darkworks has also seen fit to re-introduce the system whereby you have to painstakingly call up your inventory, select a key and then 'use' it on the door to try and open it. This inclusion is baffling since games like *Onimusha* spared us the pain and inconvenience of this chore purely in the spirit of driving the action continuously on. *Alone In The*

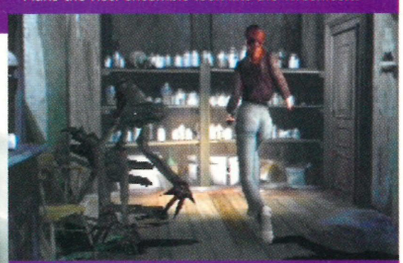
SCENE STEALERS

***Alone In the Dark: The New Nightmare* comes with a wealth of genuinely scary moments. Here are just a few to enjoy..**

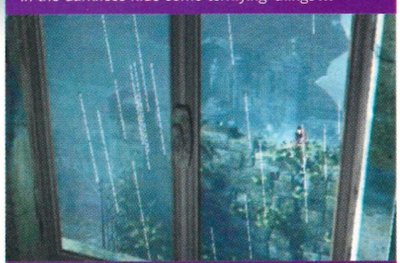
Regardless of who you opt to play as in *The New Nightmare*, you can expect plenty of pulse racing moments to occur as you unfathom the mysteries of Shadow Island. Without spoiling too many of the game's surprises, we have compiled this short list of set-pieces which genuinely unsettled us during play. These terrifying tasters are proof that the grand meister of survival horror still possesses the capacity to scare shock-a-holic gamers, even after the genre has been wrung dangerously dry by Capcom's *Resident* reign of terror.

5. Rabid hounds
Cliched we know, but their ambush is terrifying.

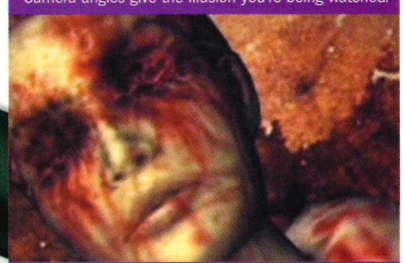
4. Zombie nation
Make the *Resi* ensemble look like the Tweenies...



3. Things that go bump
In the darkness hide some terrifying 'things'...



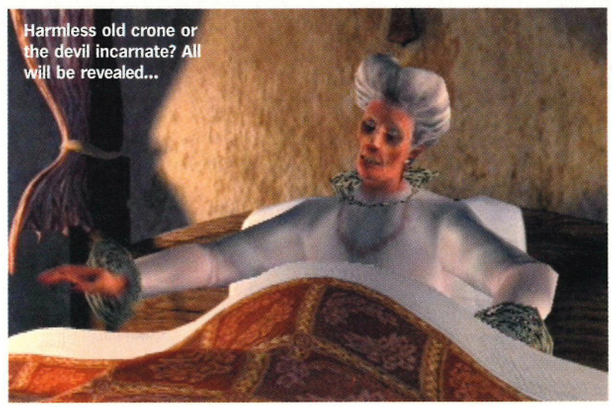
2. Don't look now
Camera angles give the illusion you're being watched.



1. The body in the coffin
You stumble across a butchered corpse, the eyes of which have been scratched out. Can we go now?

Light is often more of an effective weapon than a gun against these hissing creatures of the night.

A meaty arsenal is slowly accumulated during your adventures.



Harmless old crone or the devil incarnate? All will be revealed...

TWO OF A KIND

One sinister isle, two willing heroes. Which one will you choose?

EDWARD CARNBY
Age: 33
Occupation: Private eye
Characteristic: Owns a double-barrelled gun.

After his best friend Charles Fiske dies during an investigation on Shadow Island, Carnby contacts Fiske's client and takes over the case. His mission is to recover a set of coveted stone tablets, although part of his agenda is to investigate his friend's death.

ALINE CEDRAC
Age: 27
Occupation: Professor
Characteristic: Doesn't know who her father is.

Carnby's client only agreed to let him go to the island on the condition that he takes along Aline, an expert in Indian languages. Her goal is the same as Carnby's, but their separation means that she starts the adventure unarmed.

***OPS2* reckons:**
So there you have it. One is a gun-toting, bad-ass dick with dark flowing hair and stubble you could sand the floor of the Albert Hall with. The other is a bastard broad with copper locks and a boring day job. So go Aline!

//Alone In The Dark sets out with best intentions to grip, chill and generally unnerve//

Dark just grinds to an agonising halt whenever you attempt to gain entry to a new area.

What the game does offer however, that precious few other survival horror games do, is the ability to skip the cut-scenes. Listening to the characters interact in typically hammy fashion is fine for setting the scene the first time round, but ten deaths later and the same souless conversations start to grate.

Until you manage to find a meatier weapon, such as a shotgun or grenade launcher, dying is an all too frequent occurence. Vile creatures such as snakes, zombies and what appear to be skinned Muppets lurk in every corridor and if you're playing as Aline (who starts out unarmed) the ropey movement control means you'll often get hopelessly stuck in the scenery and mauled. Even if you do manage to reach an exit, the chances are you won't be able to precisely align yourself and make your getaway before being ripped to shreds. It's enough to send you homicidal with rage.

As if repeated, agonising deaths due to mal-programming weren't enough, you're also forced to endure some ridiculously long loading times which hamper your enjoyment still further. The upshot is that if you are indeed playing this game late at night, alone and in the dark then you're more likely to nod off than be turned into a panic-stricken insomniac. ☐ **Ryan Butt**

"This? Oh, just a flesh wound. Come on, I'll still have you!"

ALONE IN THE DARK: THE NEW NIGHTMARE

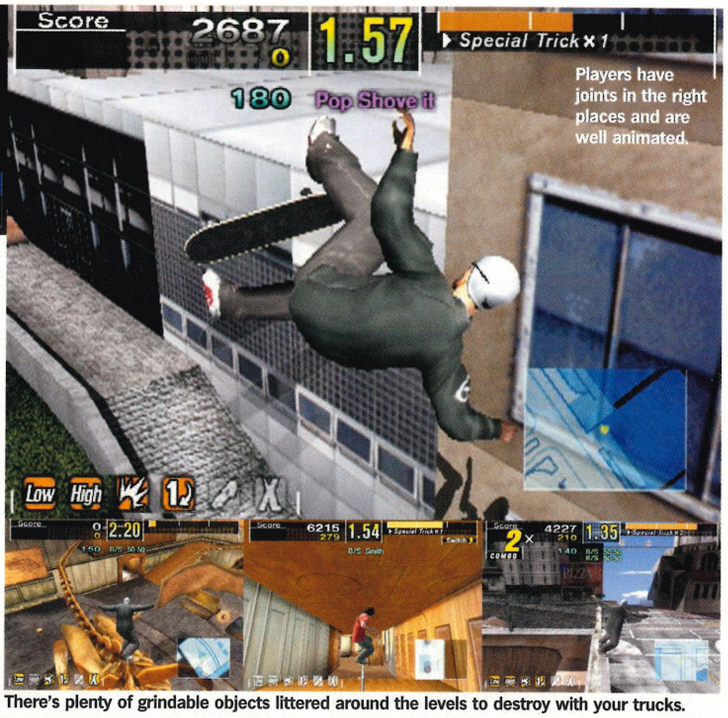
Why we'd buy it:	**Why we'd leave it:**	**Undeniably scary and atmospheric but far too cumbersome to fully terrify. Ultimately a waste of what could have been an epic comeback.**
- The 60Hz mode - You can save anywhere - Conversations can be skipped - Innovative use of a torch as a vital survival tool	- Characters are awkward to control - Accessing doors is complicated - Far too slow and boring - Terrible loading times	

Graphics	Well drawn characters, great lighting effects	07
Sound	Dark and moody in places, bad in others...	05
Gameplay	Loading times completely kill the flow	06
Life span	Undeniably big, but can you tolerate it?	07

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

(Above) Rolling up to a blue abyss. (Left) Exhibit 303, the dino-grind.



There's plenty of grindable objects littered around the levels to destroy with your trucks.

So that's Madonna to Heel Flip to Quick Trip To Casualty...

ESPN X GAMES SKATEBOARDING

ESPN endorsed skateboarding fails to capture the joy of decks.

As in *Tony Hawk's*, level goals are often reached through a series of tricky manoeuvres.

Publisher: Konami
Developer: Konami Computer Entertainment Osaka
Price: £39.99
Players: 1-2
Out: Now
Web site: www.espnthegames.com

Back story
This is the second of Konami's ESPN-branded extreme sports titles following the relatively unnoticed *ESPN X Games Snowboarding*. Other titles on PS2 have included *ESPN National Hockey Night*, *ESPN International Track & Field* and *ESPN NBA 2 Night*. All were developed by KCEO, now to be known as Konami Computer Entertainment Osaka...

At the risk of spoiling a great (if obvious) conclusion it's probably worth getting this out of the way now – *ESPN X Games Skateboarding* is no *Tony Hawk's*. It's possible to say this with some conviction even with the Activision title some way off completion. However, it is not because of this that *X Games Skateboarding* is a bad game.

Maybe it's just because the quality of many of the next six months' worth of PS2 titles are so promising – the second wave, if you like – that a half-arsed attempt at an extreme sports sim like this is exposed so painfully. In the first instance, anybody who's anybody knows that skaters are at pains to distance themselves from any kind of commercial binds. You know, "It's all about no limits or boundaries." The fact that the main event in this game, the X Games competition-based Ramp and Street modes are sponsored by ESPN, one of the biggest sports networks in the world (a division of Disney) kind of negates any street cred from the outset. *And* they wear helmets and pads.

It doesn't stop there though. Not only has KCEO dumbed down the extreme sports ethic, they've made it look fairly ugly as well. Start up on level one of the goal-collecting Career mode and you're met with not only a lot of jaggedy edges but a severe case of that most feared of gaming ills, pop-up. Or in this case it's more fade-in, as buildings, scenery, trees, cars and people morph from nothing, to half-nothing to, oh, there you are. You might have forgiven the developer for this if the actual skating itself was enjoyable. But it's not. The board is difficult to direct, its turning circle too big to negotiate the tighter sections of levels and tricks feel like a consistently random affair. Put simply, for a game of this type, the controls are difficult to master and provide you with little impetus to do so.

Later scenarios on a boat and in a museum may improve in terms of visuals but by this time it's unlikely you'll care much. As most of the tasks you need to perform are spread out over a large area, and often quite difficult to reach, there's little time to be had honing your skating skills. What would you rather do? Pull a 720° Madonna, to a Disaster Slide grind and pick up your final level item in a blaze of glory, or spend 20 minutes lining your board up to perform a big enough air to reach a target. Even worse, the way the camera switches and twists will make even a seasoned gamer feel sea sick after an hour or so's play.

It's a fair assumption that PS2 owners who actually skate 'for real' will find some enjoyment in *X Games Skateboarding*. The game certainly shows how much practise is needed, and equally the determination and frustration that is essential to the pursuit of board perfection. In terms of a videogame, this won't translate to a satisfying experience for everyone. ☐ **George Walter**

SKATE WITH A MATE

Well, at least you can share the experience...

In the two-player Trick Attack you compete side-by-side against an opponent to see who can get the highest trick score in the shortest time. This is represented by a bar down the middle of the screen. First to fill it wins. Fair enough.

ESPN X GAMES SKATEBOARDING

Why we'd buy it:	Why we'd leave it:	A fair enough stab at a skateboarding sim, but many annoying glitches detract from any real enjoyment.
- If we didn't like *Tony Hawk's* - If we were prepared to put up with some poor graphics by PS2 standards	- Parts of the game appear unfinished - Too 'safe', and thus a tad humourless - Competition mode is limited	

Graphics	Don't start well, don't get much better	05
Sound	Bland, featureless	04
Gameplay	Stilted and unforgiving	05
Life span	As long as you can stand it	05

05

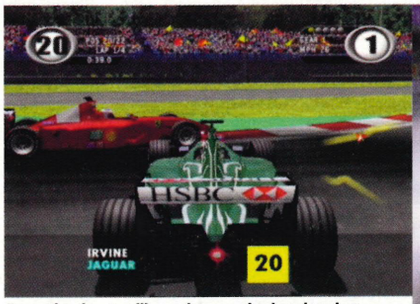
PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

The famous Monaco tunnel is realised in typically polished fashion.

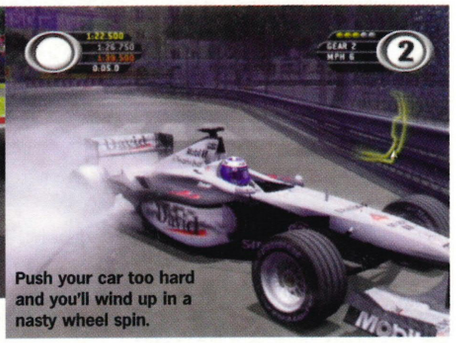
A hot F1 honey sees you off. You'll be back for a couple of laps later...

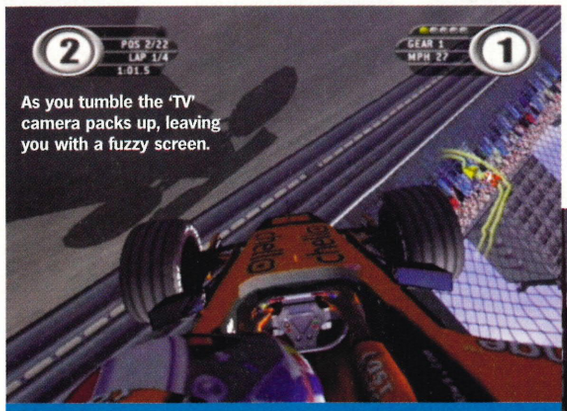
A good start will see you quickly picking your way through the field.

Smoke from a rival's engine all but blocks your view of the track.

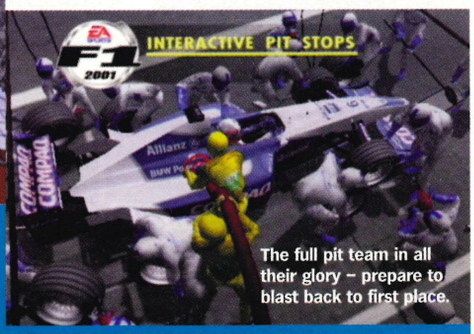


A gentle shunt will send you spinning, leaving you at the mercy of the on-rushing cars..


Push your car too hard and you'll wind up in a nasty wheel spin.



As you tumble the 'TV' camera packs up, leaving you with a fuzzy screen.



The full pit team in all their glory – prepare to blast back to first place.

F1 2001

All the drivers, all the cars, all the tracks... But is it all for nothing?

Publisher: EA Sports
Developer: EA Sports
Price: £39.99
Players: 1-2
Out: Now
Web site: www.easportsf1.com

Back story
Last year's *F1 Championship Season 2000* was a disappointing debut for EA in the crowded next-gen PS2 market. *F1 2001* boasts a mercifully abridged title and goes head-to-head with SCEE's *Formula One 2001*.

When it comes to fashioning a videogame, developers need a vision that underpins every decision they make. Take racing games, for example: they're either going to be a pedal-mashing arcade romp or a loving simulation. There's not much room for middle ground.

Thinking like a fickle gamer, however, doesn't make for financial success, as the world's biggest publisher, EA, will testify. Their nagging commercial imperative begs them to achieve the impossible and please all of the people all of the time, a policy that works brilliantly with the stunning *Madden 2001*, for instance. Unfortunately, their flaccid racing sequel *F1 2001* proves that things can go awry.

Not that *F1 2001* is a bad game – in fact, it's presented brilliantly with slick menus, good commentary and neat radio promptings from your pit team. The cars look fantastic, and the graphical detail as your driver's head bobs with the undulating course is particularly effective. You'll be even more impressed when spots of rain herald a downpour, then the expertly motion-captured pit team fit your new tyres before realistic spray simulates the reduced vision as you race to regain your podium position.

What's more, interactive pit changes where you brake and turn spice up a previously dour aspect of F1 gaming. And for additional depth, you can select a pitting strategy on longer races or undertake *Gran Tursimo*-style challenges to unlock the full F1 mode and others to hone your driving skills. The Quick Race mode is a progression game with unlocked tracks rewarding success and a good selection of multiplayer modes, such as Tag Team, with the person achieving the most 'best laps' winning the day.

The trouble lies in the heart of the gameplay. On the normal settings you're so mollycoddled by steering and speed assists that victories seem awfully hollow, particularly since you can bounce off every hoarding and cut every corner to barge your way to an unlikely victory.

The game does prove challenging with all the assists off and full damage selected, with the damage dynamic as you limp around with a wheel falling off proving impressive. But such measures will be insufficient to satisfy hardened F1 nuts as you can't tweak your motor for maximum performance and the smattering of stats are superficial. In place of fiddling with menus, PS2 gamers expect a clever difficulty curve or a few difficulty settings that lay down a challenge. As is too often the case, high gloss doesn't compensate for confused gameplay. ☐ **Lee Hall**

CHALLENGING TIME

***F1 2001*'s Challenge mode lets you hone your skill in six areas – you'll be awarded a bronze, silver or gold medal according to how good your performance is.**

The basics
Five simple tests of starting, stopping and cornering unlock the Championship mode. Should get your medal collection underway.

Weather
What happens when the heavens open? Test your skills here and find out how to drive with the wrong tyres if the weather suddenly changes.

Pit stops
Teaching you how to drive a car limping home and the mechanics of the nifty interactive pit stop. Also tests your breaking with a full and empty fuel tank.

Race craft
The advanced stuff. These tests introduce you to manual transmission, the damage dynamic and just what those F1 official's flags mean.

Track experience
An obvious, but extremely challenging one to finish. Get round each of the official F1 courses against the clock without going off the track.

F1 2001

Why we'd buy it:	Why we'd leave it:	*F1 2001* is pretty, natty, but ultimately soulless. It gives us neither obsessive attention to detail or the full arcade treatment.
- All the licensed cars, drivers and tracks - Well presented, slick and pacey - Some nice challenge elements	- Not quite an arcade game, not quite a sim - Too much faffing with the difficulty settings	

Graphics	Spot-on weather effects and motion-capture	08
Sound	Realistic pit advice and engine effects	08
Gameplay	F1 with stabilisers or world of pain?	06
Life span	At least the challenges entertain	07

07

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

(Left) *AOEII* allow you to infinitely customise deathmatches. (Right) The stylish 'sketch' cut-scenes in Campaign mode.

King of the castle: Essential defence against enemy soldiers.

AGE OF EMPIRES II: THE AGE OF KINGS

Why, sirrah! The PCs best-loved real-time strategy game invades PS2.

Publisher: Konami
Developer: Microsoft/Ensemble Studios/KCET
Price: £39.99
Players: 1 (1-4 with i-Link cable)
Out: November
Web site: www.ensemble studios.com/aoeii

Back story

Age Of Empires is a historical real-time strategy title developed by Ensemble Studios and was first published in 1997 by Microsoft, instantly becoming a massive commercial success on PC. A sequel, released two years later, fared even better and added more civilisations, buildings, technologies and improved AI, which was signed up by Konami for console release. This is probably the first and last time you'll see a Microsoft-branded PlayStation 2 game – at least for a year or two...

If you need any further proof that PlayStation 2 is a console that can embrace every genre of videogame, then *Age Of Empires II: The Age Of Kings* is it. Konami's latest release is a conversion of the empire-building RTS classic, an archetypal PC game with great depth of gameplay, millions of menus and graphics icons, plus a mouse-based interface. Can such a non-console style game live on the PS2 alongside the visceral in-yer-face thrills of *Devil May Cry* and *Quake III*?

Well, in a word, yes. For anyone unfamiliar with the PC incarnation, *Age Of Empires* is an isometric 3D civilisation sim where players can control every aspect of an entire Medieval society from a lowly woodcutter to an all-powerful king, improving their settlements by advancing technologically and dominating other races by waging war. A total of 13 different civilisations are provided in *AOEII* including Vikings, Japanese and Celts, each with their own strengths, weaknesses and special items. Gameplay is identical to the PC version and although players can use the Dual Shock 2, it's rather clumsy and unsatisfactory. Any two-button USB-compatible mouse (approximately £12 to buy separately) is infinitely easier to use, and we recommend you splash out and buy one.

The Random Map Generator mode, simply involves taking command of a chosen race and managing the available resources of food, wood, gold, stone and manpower to become the most powerful civilisation. Other *AOEII* game modes include a straightforward Deathmatch where you just have to destroy and kill everyone else on the map or Regicide, which involves the assassination of enemy kings. However, the jewel in *AOEII*'s crown is the Campaign mode, which transports the player back in time to compete in a series of enthralling scenarios based on real historical events, such as William 'Braveheart' Wallace's raids against the English.

Graphically, *AOEII* reeks somewhat of last century now, with very jerky animation and map scrolling, but the detail on the tiny characters and buildings is perfectly adequate. However, one of the major disappointments has to be the AI, which retains most of the PC version's annoying foibles, sending soldiers in the wrong direction or simply leaving people behind, meaning you have to repeat actions often, causing much gnashing of teeth.

Age Of Empires II is a very odd choice for a PS2 conversion, eschewing the PC online element (four-player is the maximum via i-Link), containing last-gen graphics, difficult Dual Shock 2 control and some frustrating AI. However, even with all these criticisms, *AOEII* is still a fine title that with sustained play will reward patient gamers with its immense depth and engrossing historical warmongering. ☐ **Jamie Sefton**

MAKE WAR NOT LOVE

A quick guide to causing merry mayhem in *Age Of Empires II: The Age Of Kings*.

1. To satiate bloodlust, your average war-hungry psychopath must start by amassing a large army of thuggish warriors. To do this you must first click on an available villager and get them to work immediately on building a barracks.

2. Click on the new building to generate soldiers. You can build an archery, a stable for horseback warriors and a workshop for catapults and battering rams. You'll also need to keep building houses so your population can expand.

3. And so off to war! Watch out for roaming wild wolves on the way, then head for the nearest enemy, hack him to bits with a bloody great sword and burn his beautiful country retreat to the ground. Simple to do and fun for all the family!

The boys in blue are about to get a serious 13th Century-style kicking.

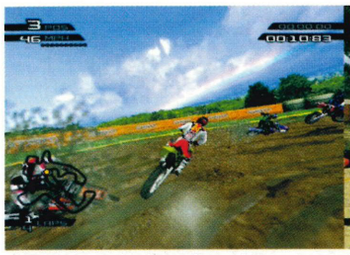
AGE OF EMPIRES II: THE AGE OF KINGS

Why we'd buy it:	Why we'd leave it:	Of limited appeal to non-believers but if you ignore the lack of visceral thrills this is an excellent port of the definitive PC real-time strategy game.
- Huge gameplay depth - Features excellent historical campaigns - War elephants	- Poor Dual Shock 2 control - Annoying AI - It's really a PC game	

Graphics	Disappointing. Jerky animation and scrolling	05
Sound	Atmospheric music and voiceovers	07
Gameplay	Slow to start, then grips you like a vice	07
Life span	Tons of varied game modes	08

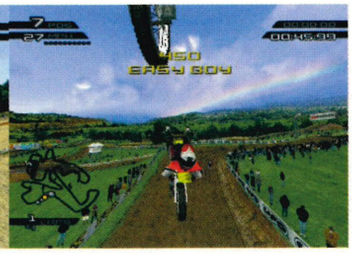
07

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

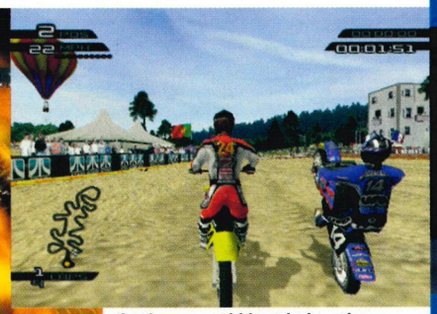


Take a corner horizontally and the camera is sprayed with mud.

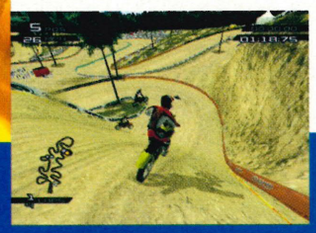
The tricks are a little awkward to execute, but nevertheless spectacular.



Not even the prospect of a mid-air decapitation gets this crowd animated.



If only you could knock the other riders off, *Road Rash*-style...



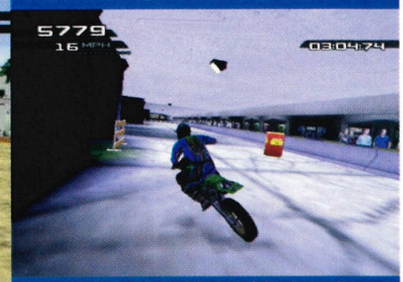
MX RIDER

MX Rider does battle with *MX2002*, but do we need two motocross games?

STAIRWAY TO HEAVEN

Need a bigger ramp? Then improvise...

The freestyle arenas are where realism takes a back seat and the more creative riders can go to work. Each is decked out with mounds and ramps ripe for jumping off, plus neat little side shows like high jumps, long jumps and bloody dangerous jumps. The latter tend to be shark-infested tanks and burning hoops. You want to give the whooping crowds what they want but the launch ramps look a bit on the weedy side. What can you do?



1. For starters, ride straight out of the ring and look for an entrance to the main stands.

2. Near vertical take-off ramps are usually to be found amongst the crowd, so head up the steps and get a decent run up.

3. Knievel, eat yer heart out! Fame, fortune and... We think that lovely young filly in Row Z is giving you the eye!

Each freestyle arena can be fully explored for concealed ramps...

Publisher: Infogrames
Developer: Paradigm
Players: 1-2
Out: 26 October
Web site: www.mxrider-game.com

Back story
Developer Paradigm recently finished *Spy Hunter* for Midway, despite the company being bought by Infogrames earlier this year. *MX Rider* is the first title to emerge from this new arrangement and indeed the first of a long line of motocross games heading for PlayStation 2.

As a pack of motocross games start revving up for destination PlayStation 2, *MX Rider* emerges as an early favourite to take the trophy, the prize money and, more importantly, the ladies.

Combining motocross with supercross, the game has everything the discerning fan could desire with a wealth of options on offer. You can enter a single race to get the feel of the bikes and then carry out some training to improve your capabilities. Once you've got bored of being sensible it's time to act the goat in a series of dangerous stunts in Freestyle mode, including 'jump the shark tank'. Of course.

The more career-minded, would-be riders amongst you can head straight for Championship mode. This feature lets you create and name your own rider from scratch and then bike your way through a gruelling eight-race season. Starting as a no-hoper, finishing in respectable positions and wowing the crowds with your extravagant trickery catches the eye of the various teams that prowl each circuit for fresh talent. Have a successful race and a contract will be thrust under your nose before you've had a chance to remove your mud-caked visor. There are certain conditions that you must adhere to in order to rake in the cash though – the most obvious being to maintain a decent position on the podium.

However, as soon as you tear out onto the track, you'll notice the bizarre balance of the races. It's incredibly easy to catch up with the pack after crashing, which works to your advantage if you are losing, but should you bail while in first position it means the pack can easily overtake and leave you behind. This can prove to be frustrating when you are pipped to the post after a tiny error.

This nuance aside, playing *MX Rider* is immensely satisfying. The sensation you get from ripping through a corner on your bike is excellent and you can really get a feel for every contour of the exceedingly well-designed tracks. This realism carries over to the graphics, although the outcome is less favourable. Focusing on your rider for a moment, every twist and turn you make sprays your vision with dirt – a nice touch initially, but toggling through the various camera views reveals that there isn't actually one that gets far enough behind your rider to see the track ahead.

Although the main riders are sharp and well animated, the backgrounds and, especially, the crowd leave a lot to be desired. We were promised an interactive audience, what we've got is a rack of painted planks that stand rigidly to attention even if your Suzuki has just landed in their faces.

MX Rider is a fast and enjoyable arcade-style blast, but although the options are plentiful they aren't particularly in-depth. You would be best advised to go out and buy THQ's more sim-like *MX 2002* instead. ☐ **Ryan Butt**

MX RIDER

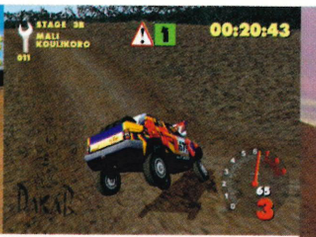
Why we'd buy it:	**Why we'd leave it:**	**A totally playable, mud-caked speed fest marred by a lack of detail. The MX hardcore will crave a little more.**
- Frantically paced and handles brilliantly - Well designed courses and freestyle arenas - Plenty of options and play modes	- The numerous controls are tricky to master - The camera angles aren't exactly helpful - The graphics in general aren't up to much	

Graphics	Decent bikes and riders, but the crowd suck	05
Sound	Suitably atmospheric and racy	07
Gameplay	Handles brilliantly and exhilarates throughout	08
Life span	Tough to master and is rammed with features	07

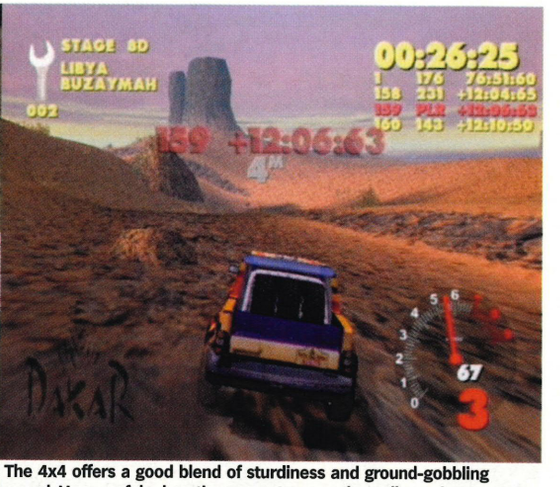
06

PlayStation 2 VERDICT

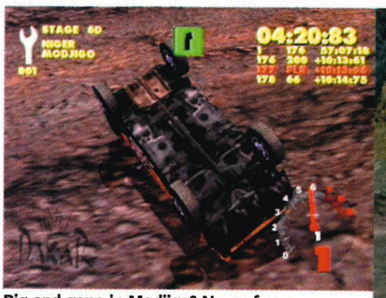
From Senegal to Egypt the rally takes in vast swathes of North Africa. The thing is, it all starts to look a little similar...



Warning signs point to drops and other perils. Ignoring them is unwise.



The 4x4 offers a good blend of sturdiness and ground-gobbling speed. Very useful when the nearest garage is, well, nowhere.



Big end gone in Modjigo? Never fear, mechanics are on hand to set things right in a matter of seconds.

Quad bikes are nippy, but you become the crumple zone...

"I said *left* at Niger. Now look where we are!"

PARIS-DAKAR RALLY

Africa. Cradle of humanity (and the largest race track in the world).

Publisher: Acclaim
Developer: Broadsword Interactive
Price: £39.99
Players: 1
Out: Now
Web site: www.dakar-rally-game.com

Back story

Despite being a gift of an inspiration for racing game developers, the Paris-Dakar Rally has rarely been immortalised in code. Before this entry, the highlight has to be an early Codemasters title for the ZX Spectrum 48, 1991's *Paris To Dakar*. Which, incidentally was made by the developer of the classic (?) *Kwik Snax*.

For those who don't know the Paris-Dakar Rally from a nibbles run to the local garage, the 22-year-old race is the ultimate off-road experience for thrill seekers and vehicle owners with cash, spare time and a death wish. The gargantuan rally spans North Africa, serving up competitors with a gruelling 17 days and 11,000km of inhospitable and challenging terrain in buggies, 4x4 SUVs, quad bikes and motorbikes.

Given the unique and expansive nature of the rally it is understandable that the game's three modes, Time Attack, Single Race and Challenge should hinge around its numerous and (on paper at least) diverse stages. Unfortunately though, the quality of the driving experience fails to keep pace with the sheer mileage on offer to would-be competitors. The result is essentially a single mode game that looks more varied than it is.

Senegal has its dried river beds, Libya its parched dunes and Niger its creeks and volcanic slopes. It sounds great but in practice the feel of each environment is depressingly similar under the tyres. Furthermore, the gift of recreating a race famous for pitting four different vehicle classes against one another is squandered with handling that appears to differ mainly in the ease with which it's possible to crash/roll/get thrown from your vehicle. Even a choice of settings for suspension, ride height and tyres fail to bring much in the way of variety to the handling.

What's more, the automotive freedom that off-road racing usually affords gamers is joylessly nobbled. Wander a few metres from the designated track and your rough, tough, go anywhere vehicle will slow to an infuriating limp until you rejoin the path most trod. It's a big country, of course, and a race so totally free roaming wouldn't be workable but it's lazy to suggest that a specially engineered 4x4 SUV can't cope with a virtually featureless hillock. In the end, it's down to the stage punctuating and genuinely free-roaming dune-based Liaison levels to show a glimpse of the fun this game should have been throughout. Here you race against the clock to collect spanner icons (representing potential repair points during the next stage) while following a *Smuggler's Run*-style floating arrow to oil drum check points.

Playing the game, it's hard not to feel that given a less ambitious source (and they don't come much more ambitious than the Paris-Dakar Rally) the result could have been a tighter, richer and altogether more focused experience. There are moments here when you get a real sense of the struggle to better the unforgiving environment that must be at the heart of the real event, but only rarely. Most of the time it feels like you're running through sand. ☐ **Paul Fitzpatrick**

"SO, I HANG RIGHT AT LIBYA..."

How the Paris-Dakar Rally came about and where it is today.

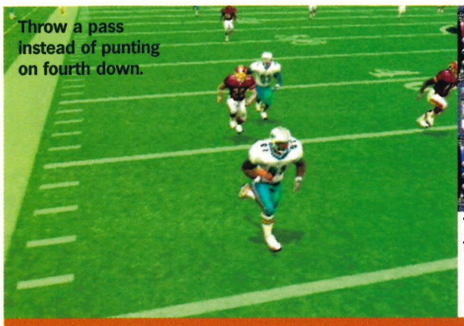
In 1977 French rally driver Thierry Sabine was taking part in a rally from Nice to Abidjan on the Ivory Coast when he got totally lost somewhere in the Libyan desert. Eventually rescued, the exhausted and humbled Sabine returned to France and vowed to encourage as many people as possible to share the experience of bombing over tinder dry dunes, down creeks and through gullies at breakneck speed. And so the Paris-Dakar Rally was born. The first race started on 26 December 1978 from the Place du Trocadero in Paris and its 140 competitors travelled through France, Spain, Algeria and Mali before finishing in Dakar on the Senegalese coast. Since then the route has changed many times (the 2000 rally upon which this game is based actually ran from Dakar to Cairo) with Dakar serving as either start or finish throughout. This year, the event will return to its original route.

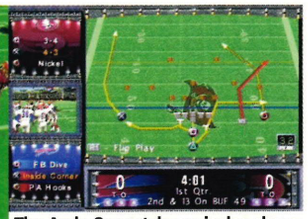
PARIS-DAKAR RALLY

Why we'd buy it:	Why we'd leave it:	Given a tighter focus this could have been a fresh-faced contender. As it is, *WRC* and *GTC: Africa* still look to be the ones to watch for rally thrills.
- We're racing game completists - We prefer marathons to sprints - You like deserts	- Looks don't do the African continent justice - Capricious vehicle stability - Stages often feel the same to drive	

Graphics	Ambitious reach, let down in execution	05
Sound	Seductive African rhythms	06
Gameplay	Lack of genuine variety hurts here	04
Life span	The road is long but the gameplay samey	05

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT **05**

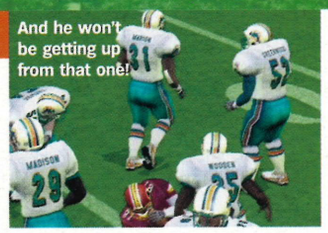

Throw a pass instead of punting on fourth down.


The Andy Gray-style squiggles show the directions on a selected play.

NFL QUARTERBACK CLUB 2002

Is there room in your life for two American football games?

"Kick it already! C'mon, get on with it, man!"


And he won't be getting up from that one!

Publisher: Acclaim
Developer: Acclaim Studios Austin
Price: £39.99
Players: 1-4
Web site: www.acclaimsports.com/qbc2002/index.html

Daring to duke it out directly with EA's mighty *Madden* is tantamount to madness in the highly competitive world of American football sims. Taking into account that Acclaim's long-running franchise has always been radically inferior to EA's behemoth, we have to admit that the prospects for *Quarterback Club* aren't too good.

Two years in the making, this game has benefited greatly from its lengthy conception as there is little to separate the two duellists in terms of looks. The gameplay is where the real contest lies though, and hats off to this game for spicing up the genre with a much needed sprig of variety. The main showcase is the Quarterback Challenge mode which is almost like a *Track And Field*, or rather *Combat School*-style sub-game in which you tackle a series of novel events for supremacy against your fellow professionals. Ducking and weaving past inanimate objects and lobbing balls at targets is pretty much the order of things, but if you connect a MultiTap then it makes for a compelling contest against your mates. Another good feature is the three-step Defensive Play editor as it makes the usually tiresome chore of defending a little bit more interesting.

As solidly as it plays, *Quarterback Club* lacks the spectacular presentation and assured enjoyment of *Madden NFL 2002*, but some fine original features mean there is ultimately very little to separate the two. It could purely be down to individual taste on this one. ☐ **Ryan Butt**

NFL QUARTERBACK CLUB 2002

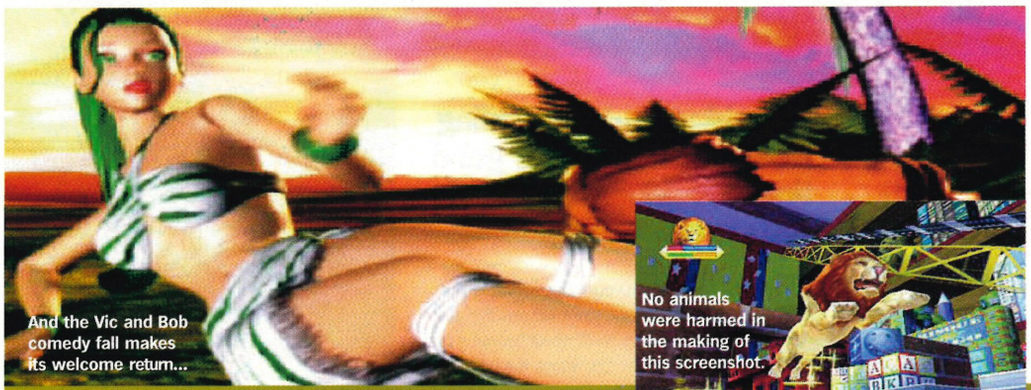
Why we'd buy it:	Why we'd leave it:
- Some good features - Instantly accessible	- More for hardcore fans - It's simply not *Madden*...

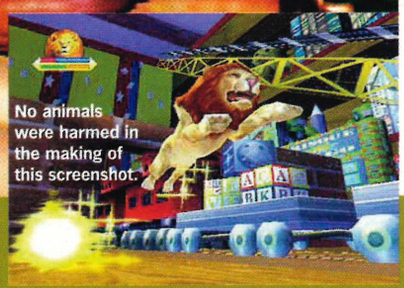
Graphics	07
Sound	07
Gameplay	08
Life span	08

Definitely worth a look, but it's not as polished as *Madden*.

08

PlayStation.2 VERDICT


And the Vic and Bob comedy fall makes its welcome return...


No animals were harmed in the making of this screenshot.

PORTAL RUNNER

Life in plastic. It's steadily getting better.

For all his future technology, Mr Brainy was no match for Vikki's pointy stick.

Vikki's rescued the wizard, but there's still work to be done. Like getting out of here.

Publisher: 3DO
Developer: 3DO
Price: £39.99
Players: 1
Out: Now
Web site: www.3do.com/portalrunner

3DO has chosen to follow its stable of *Army Men* games – surely the most odious series ever – with this, the Lara-like adventures of Vikki G and her lion sidekick Leo, who lets her sit on his back and attacks baddies on her command. Core, why didn't you think of that? Just stick a lion in. It's genius.

With action of the running, jumping, puzzle-solving, crystal-collecting and arrow-shooting variety, Vikki spouts tripe at every twist and turn: 'Why is it always dark in these situations?' and sounds more like Luanne from *King Of The Hill* than posh digger Croft.

There are five varied and large worlds, each available through a different portal and range from Army Men World where you tame Leo by taking three raptor eggs to a Toy Store. Then in the strange Candy Store level you get to drop a giant pink piggy bank on a cage and free Sarge. Surprisingly, the Prehistoric level is startlingly pretty.

Vikki's character is endearing, but the game has precious little atmosphere. Puzzles are straightforward and objectives which take the form of 'Blast your way to the inner caves' are clear, but the simplicity of the gameplay and Vikki's penchant for shouting 'Yeah baby' (sigh) at every save point quickly begin to terminally grate.

Easily the best *Army Men* game to date, but only by dint of the fact that it's pleasing to look at and simultaneously playable. A large, basic adventure and one that succeeds by sticking to a proven formula, however well-worn. ☐ **Iain White**

PORTAL RUNNER

Why we'd buy it:	Why we'd leave it:
- We love green hair - *Army Men* fever	- Waiting for *Tomb Raider: Next Generation*

Graphics	07
Sound	06
Gameplay	05
Life span	05

The best of a bad bunch, but still does little to thrill.

05

PlayStation.2 VERDICT

PSone™

Edited by *Official UK PlayStation Magazine's* Nick Ellis

A particularly bad head cold is enough to keep The Lizard tied up for a while.

Web fists – just one of the many different ways to dispose of the samurai zombies who are stalking the City Museum.

SPIDER-MAN 2: ENTER ELECTRO

Ol' sticky fingers returns to drive you up the wall.

Publisher: Activision
Developer: Vicarious Visions
Price: £29.99
Players: 1
Out: Now

PSone™

SPIDER-MAN 2: ENTER ELECTRO

Graphics An accomplished paint job	09
Sound Great. Stan Lee's on hand again too	08
Gameplay There's no better PSone superhero	09
Life span Bonus items give replay value	08

A cracking sequel to one the best ever PSone games, this ain't no mission pack or Spidey Lite.

09

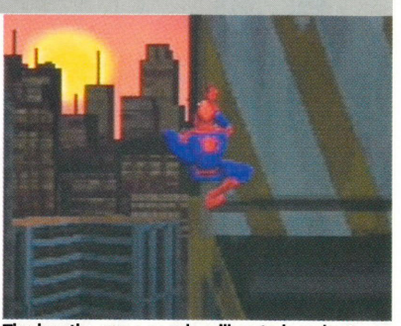
VERDICT

It's time to slip on the superhero suit again because your friendly neighbourhood Spider-Man is back for another wall-crawling, web-slinging, goon-leathering comic book adventure. PSone fans will remember the first game with much fondness, many hailing it as the best superhero game ever, and while *Enter Electro* offers few gameplay innovations other than a couple of extra moves, the sequel delivers another fast-paced romp around the mean streets of New York City bashing bad guys, foiling felons and generally having a good time mucking about with your spider powers.

This time around it's one Maxwell Dillon, aka Electro, who's leading a gang of costumed schizos bent on bringing the country to its collective knees. Electro plans to kidnap the President and has also constructed a Doomsday device with which he intends to hold the world to ransom. Fortunately he's missing the vital final part that will make the device fully operational and must subvert the good Doctor Watts to help him. You'll never believe it but Spidey's task is to get the girl, whack the baddies and save the entire planet.

//Bashing baddies, foiling felons, and having a good time mucking about with your spider powers//

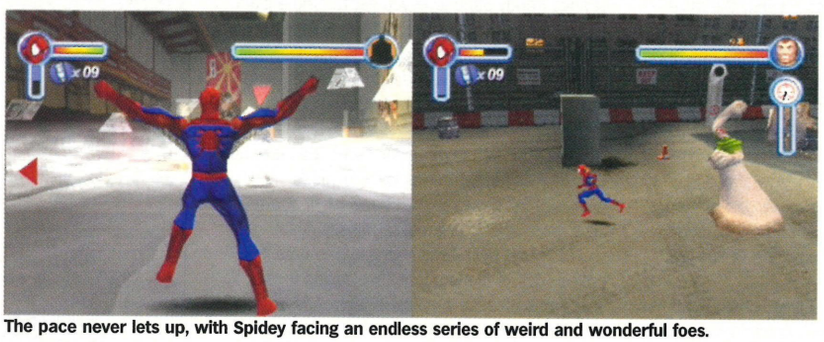
The game remains faithful to the comic book format, each chapter divided up neatly between knocking down the hired thugs, solving problems, exploring areas and squaring up to an end of level boss and the variety of tasks means your interest never wanes. One minute you're swinging across the city skyline bowling over bandits with your web bombs, the next you're rescuing the pilot of a runaway plane. A little later you infiltrate a Bio-research lab complex and negotiate the deadly hi-tech security systems before facing The Lizard.



The lengths some people will go to in order to find a half-tidy picnic spot.

As with the first game, there's a mass of bonus items to collect. Original comic book covers are scattered throughout the levels and only thorough searches will reveal them all. Spidey's got brand new costumes that can be unlocked once you've successfully thwarted Sandman, Hammerhead, Shocker and the rest of Electro's crew and there are Daily Bugle headlines, movies and Peter Parker's portfolio to collect

With the revamped Marvel universe currently going through a renaissance, it's good to see the same is happening to its videogame equivalent. Vicarious Visions have taken up the Spidey mantle from Neversoft and has come good with another treat of a game. True believers and newcomers alike, you won't be disappointed. ☐ **Nick Ellis**



The pace never lets up, with Spidey facing an endless series of weird and wonderful foes.

X-MEN: MUTANT ACADEMY

The Children of the Atom take another one on the chin.

Publisher: Activision
Developer: Paradox Development
Price: £29.99
Players: 1-2
Out: Now

Matrix-style camera angles accompany *Mutant Academy*'s eye-blistering special moves.

Not content with serving up another helping of *Spider-Man*, Activision invite you for further Marvel shenanigans with a second term at the Mutant Academy where Wolverine, Storm and the rest of the GM crop set to for infinite button-bashing battles. The format remains the same with Arcade, Survival and Story modes plus Cerebro, which features some genuinely worthwhile character files and artwork.

The first *X-Men* scrapper failed to impress and the developer has worked hard on this sequel. The result, while lacking the depth of *Street Fighter* and the bone-crunching solidity of *Tekken*, is a high quality fighting game featuring a heap of splendid characters. A must-have for *X-Men* apostles. ☐ **NE**

PS one™

Superior beat-'em-up that looks sharper than Wolverine's adamantium claws.

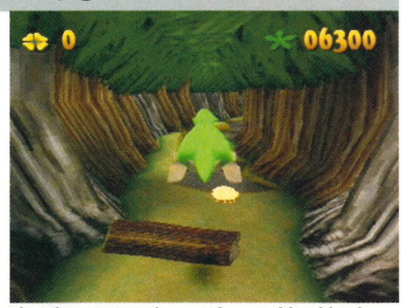
08

VERDICT

THE LAND BEFORE TIME: RACING ADVENTURE

Dinosaurs and racing. As natural as pigs and aviation.

Publisher: TDK
Developer: Vision Scape
Price: £19.99
Players: 1-2
Out: Now



The Disney saturation continues with a bland prehistoric racer. Dinosaurs should stick to mauling, gouging and growling.

Another month, another dire Disney-branded film tie-in sneaks into the shops. This time it's cutesy dinosaurs Littlefoot, Ducky, Ceras and Spike (where's bad-ass mutha T-Rex then?) who take the starring roles. The aim? Racing against other dinos in Obstacle or Racetrack modes and trying to get some enjoyment out of the experience.

The game has disastrous AI, dodgy collision detection and less substance than *Jurassic Park 3*. Your mini-saur's acceleration is automatic (the poor wee kiddies can't cope with it?) so you're left with only steering and jumping duties. Why, oh why don't they do us all a favour and just give copies away with Happy Meals? ☐ **NE**

PS one™

Flatulent, overly simplistic Disney-themed kids' racer that quickly gets repetitive.

04

VERDICT

CASTLEVANIA CHRONICLES

Fangs for the memories in the house of Count Drac.

Publisher: Konami
Developer: Konami
Price: £19.99
Players: 1
Out: Now

Ghoulish retro fun for all but unlikely to make an appearance on any nostalgia programmes.

You surely remember the old Japanese X68000 computer? No? In which case you won't be familiar with this old title from the spooky *Castlevania* series. *Chronicles* is a gothic 2D platformer that was released some eight years ago and the 8 bit style graphics haven't changed much for this version.

Playing as arch vampire hunter Simon Belmont, you must fight your way through the foreboding expanse of Dracula's castle armed with a magic whip. Creatures attack from either side as you negotiate the scrolling platform levels, forcing you into a non-stop orgy of whip-cracking and pixel-perfect jumping. Occasionally compelling and skilfully designed. ☐ **NE**

PS one™

Despite looking distinctly out of place on PSone, *Chronicles* remains a playable game and is also an incredibly tough challenge.

06

VERDICT

ALSO RELEASED THIS MONTH...

Updated names and numbers for the new season with **LMA MANAGER 2002**; more opportunity for Tarrant to get on your wick in **WWTBAM: 2ND EDITION**; the Tiny Toons get an outing in **PLUCKY'S BIG ADVENTURE**; and here comes a kids FPS, it's **MEN IN BLACK THE SERIES: CRASHDOWN**. There's also a host of £7.99 budget games from Midas, the best of the crop being violent future footie game **RAGEBALL**. Best of this month's re-releases are **SPYRO 3: YEAR OF THE DRAGON** and the Bandicoot going barmy in party game **CRASH BASH**. Don't forget for all the latest PSone news, reviews, previews and playable demos, see our sister mag, **OFFICIAL UK PLAYSTATION MAGAZINE...**

PS one™

ROUNDUP

NEWS

ECTS/EA PLAY

With the big guns opting out of this year's ECTS show, deciding instead to host their own events, there was very little to get the blood pumping at the shiny Excel centre in London's Docklands. Midas had the much delayed god sim *Black & White* up and running with distinctly improved creature AI plus *All Star Racing*, a quiet Sunday race meeting at Thruxton compared to the Indy 500 that is *Gran Turismo 2*. Rage displayed *David Beckham Soccer*, which could rival *FIFA 2002*, although it's not up to the standards of the mighty *ISS Pro Evolution 2*.

Then there were the peripherals. Thousands of 'em. More steering wheels than a Ford factory, enough light guns to equip a small army and third-party controllers protruding from stands on every corner. The most notable offerings were the new mini-screen from Joytech and a couple of dubious replica guns from Thrustmaster. Coming in at £79.99, Joytech's screen is significantly cheaper than most of its rivals and can also be adjusted to any angle. Thrustmaster's Desert Eagle 50Ae and Beretta 92FS, both with a realistic recoil action, should serve any would-be bank robbers well.

Meanwhile, over at EA Play there was a similar dearth of PSone titles. In addition to a rejigged *FIFA* (you can knock the ball into space a la the PS2 version) *Harry Potter And The Philosopher's Stone* was the sole last-gen game displayed. Given its own Ministry Of Magic tent ("No photographs please" – perchance cameras would upset the cardboard owls?) *Potter* on PSone is looking pretty and remains faithful to the world of Hogwarts, Hagrid's warts an all. The developer was trotting out the old line, "It's for kids." They should have added, "And hence we've made it stupidly easy." Sigh.

media

DVD/INTERNET/PRINT/MUSIC

PS2 doesn't just play games, you know. Here's some other stuff you might like...

PHOTO: KOBAL COLLECTION

Text: Paul Fitzpatrick/Lee Hart/Sam Richards

STAR WARS EPISODE I THE PHANTOM MENACE

Fox/£24.99/16 October

Film: George Lucas returned from Executive Producer exile to direct this long-awaited *Star Wars* trilogy prequel. And oh, how many fans of the series wish he hadn't bothered. Revolving awkwardly around a complex interplanetary trade dispute manipulated by the shadowy Senator Palpatine, *The Phantom Menace* is a narrative disaster dragging its two Jedi heroes from implausible set-piece to implausible set-piece before abandoning them on Tatooine where the two skilled warriors spend a great portion of the film looking for spare parts for a broken spaceship.

Along the way, they meet one of the most irritating character ever committed to celluloid – yes, Jar Jar Binks – who enjoys many, many excruciating minutes of screen time, while Darth Maul, the undisputed star of the film, gets just one key scene: admittedly the highlight of the movie, the epic Duel Of The Fates battle with Obi-Wan and Qui-Gon Jinn. There are, of course, moments of the old Lucas magic and despite its many flaws you could hardly call this CGI extravaganza boring. But those looking to *The Phantom Menace* for a cogent continuation of the *Star Wars* mythology will be deeply unsatisfied. **LH**

Features: With multiple documentaries, featurettes, commentaries, stills galleries and deleted scenes it'll take you hours to see everything this DVD has to offer. The best of the bunch is the extensive *The Beginning: Making Episode I* documentary, a fly-on-the-wall film that follows the cast and crew through the entire production.

Verdict: The film disappoints on almost every level but the extras are superb and, when all is said and done, it's still *Star Wars*. **6/10**

Jake Lloyd does the *Lawrence Of Arabia* walk of shame for his sci-fi crimes...

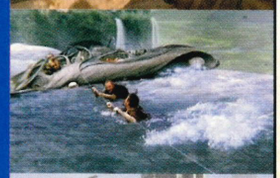
MISSING IN ACTION

While the deleted scenes on the majority of DVDs are grainy bits of footage showing nothing much happening at all, the cut sequences from *The Phantom Menace* are light years ahead in quality. Presented in the *Deleted Scenes Documentary*, there are seven scenes that were left unfinished after the final cut was made and George Lucas and his special effects team have spent over six months completing them specifically for inclusion on the DVD. The footage is accompanied by interviews and introductions from Lucas and the crew, plus George's friends like Francis Ford Coppola analysing the editing process and why favoured scenes sometimes get cut.

1. **Complete Podrace Grid** Now contains far more of the race build-up, focusing on the crowd and the antics of all the drivers.

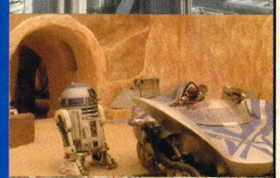
2. **Extended Podrace Lap Two** Additional footage of the Sandpeople shooting at the racers and Jawas collecting broken pod parts.

3. **The Waterfall Sequence** After leaving Otoh Gunga, Qui-Gon, Obi-Wan and Jar Jar escape their sub before it goes over a waterfall.



4. **The Air Taxi Sequence** Our heroes fly through the busy air space of Coruscant. This is now in the actual movie.

5. **Dawn Before The Race** Padme wakes Anakin for the pod race while C-3PO and R2-D2 bicker and work on the pod.



6. **Anakin's Scuffle With Greedo** Qui-Gon stops a brawl between the pair, one of whom reaches a bad end in *Episode IV*.

7. **Farewell To Jira** Qui-Gon and Anakin find Darth Maul's search probe broken on the ground and scarper to their ship to escape.

"Now that's magic!" Paul Daniels' new hairpiece worked wonders for his sex appeal.

THE GIFT

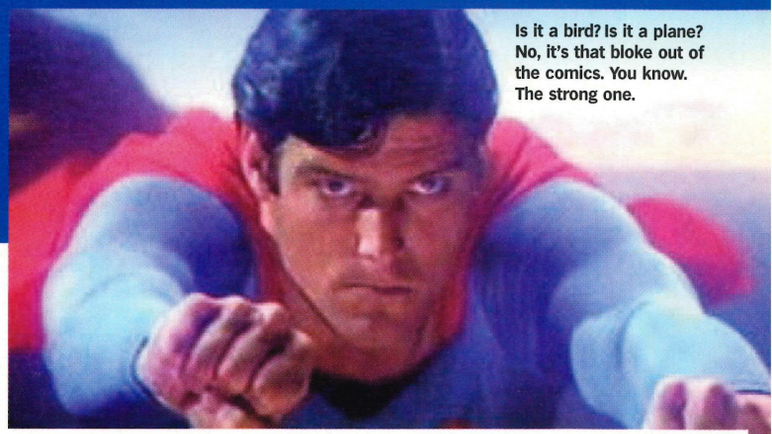
Warners/£19.99/Out now

Film: Cate Blanchett employs every ounce of her ethereal charm to lever believability into Annie Wilson: a tarot card-reading, trailer park-dwelling single mom who is employed by sceptical yokels to psychically trace missing society bitch, Jessica King (Katie Holmes cast admirably out of type). The movie begins as a mildly diverting whodunnit with some truly spooky moments, but unfortunately turns into a predictable gothic farce that wants desperately to be *The Sixth Sense*.

Apart from the always-great Blanchett, the only other good thing about the film is Keanu Reeves' spellbinding performance as a drunken wife-beating yob. He doesn't say 'excellent' or 'dude' once and sports the terrifyingly random facial hair of a Seventies Open University presenter. Ultimately though, *The Gift*, like *What Lies Beneath*, proves that modern Hollywood just can't do horror. **LH**

Features: The centrepiece is *The Gift: A Look Inside* – a ten-minute promo featurette containing interviews with Raimi and the cast patting each other on the back, along with some brief behind-the-scenes footage.

Verdict: An okay mainstream chiller, but the disc is as threadbare as Keanu's beard. **6/10**



Is it a bird? Is it a plane? No, it's that bloke out of the comics. You know. The strong one.

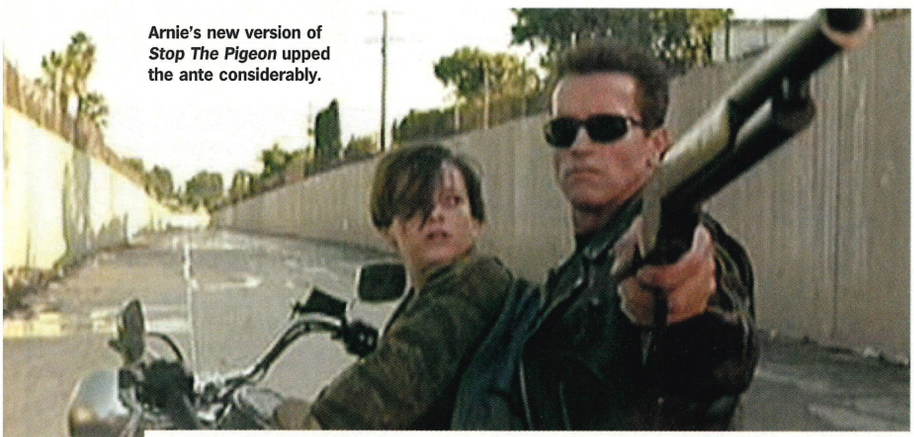
SUPERMAN

Warners/£19.99/Out now

Film: Still the superhero movie by which all others are judged, Richard Donner's Man Of Steel biopic follows the lycra-clad legend from the destruction of Krypton, through those difficult teen years in Smallville and on to his heroic deeds in Metropolis. Donner triumphs by staying faithful to the comic books – offsetting great action sequences with heart-tugging moments like the destruction of Superman's home planet and the death of Pa Kent. But underneath it all there's a rich vein of self-deprecating humour which mostly bursts to the surface via Gene Hackman; overplaying hilariously as the inept mastermind, Lex Luthor. And, of course, soundtrack master John Williams lifts the whole experience to another level with his stirring main theme. **LH**

Features: A great commentary, ten restored deleted scenes and three documentaries dealing with the techniques used to create the film. There's also the original screentests for the roles of Superman and Lois Lane, introduced by Casting Director, Lynn "Let's go for the insane woman!" Stalmaster.

Verdict: Seminal superhero action with plenty of extras down those red underpants of justice. **8/10**



Arnie's new version of *Stop The Pigeon* upped the ante considerably.

TERMINATOR 2: JUDGEMENT DAY

Momentum/£24.99/29 October

Film: Ahnoldt kept his promise and came back, only this time he was a 'good' Terminator – rewired by the adult freedom fighter John Connor and sent back to 1992 to protect the teenage John Connor from a new, super-bad, morphing Terminator, the deadly T-1000. Also returning to prevent Judgement Day is Sarah Connor (Linda Hamilton) now a buffed-up warrior, prepared for anything except the sight of big, bad Arnie in babysitting mode.

One of the finest sci-fi action films ever made, *T2* perfectly combines thrilling chase sequences and outrageous shoot outs with an intelligent, involving plot. Among the bullets, explosions and trademarked throw-away Arnie quips, there's some real emotional depth – especially when Sarah Connor and co run into poor Dr Peter Silberman; the scientist unwittingly responsible for the coming apocalypse. **LH**

Features: A disappointing commentary cobbled together from old cast and crew interviews, but the rest of the extras more than make up for it. There are three lengthy documentaries and a bundle of featurettes.

Verdict: An epoch-making sci-fi classic with an extras-overload. Buy it, asshole. **8/10**

AUDITION

Metro Tartan/£19.99/Out now

Film: In search of a second wife, lonely, widowed film executive Ayoama holds bogus casting auditions so that he can meet young women and judge them as potential brides.

After auditioning the 24-year-old Asami, Ayoama is completely smitten and arranges to see her again. But when he checks up on her background, he discovers that the few associates from her past have either mysteriously disappeared, been brutally murdered or are disfigured wrecks. Aoyama chooses to ignore the warning signs and soon finds himself in a very bad situation indeed. Opening with a montage of amusing audition vignettes, the film lulls the viewer into a false sense of security; you'll be half-expecting a *When Harry Met Sally*-style romantic comedy to unfold. But that just makes it all the more disturbing when the film descends into sadistic horror, unleashing scenes of physical and mental torture that live long in the memory. **LH**

Features: A short but lively interview with the director Takashi Mike, already a big name in Japanese cinema and seemingly destined to make the leap to Hollywood.

Verdict: A nightmarish exploration of sexual politics and the repression of Japanese society. **8/10**

» ALSO RELEASED

Superman II (Warners/£12.99)/**True Lies** (Columbia TriStar/£19.99)/**From Dusk Till Dawn** (Buena Vista/£19.99)/**Woman On Top** (Fox/£19.99)
The Exorcist: The Version You've Never Seen (Warners/£19.99)/**Enter The Dragon – Uncut** (Warners/£19.99)/**Karate Kid Box Set** (Columbia TriStar/£34.99)

"Take a look out there, Buzz. It's the readers of *OPS2*. Ain't they purdy?"

PHOTO: KOBAL COLLECTION

TOP 10 ANIMATED DVDS

Snow White And The Seven Dwarfs
Buena Vista/£24.99
Film: 67 years later and Disney's first animated feature remains a wholly enchanting experience. It can still charm and terrify kids of all ages.
Features: Commentary. *Making Of* featurette. Dopey game. Deleted scenes.

Dumbo
Buena Vista/£19.99
Film: The little elephant with the big ears learns to love himself with the help of his mouse chum and cinema's first psychedelic head trip (the infamous dancing pink elephants sequence).
Features: Walt Disney intro. Two animated shorts. Commentary. Documentary.

Antz
DreamWorks/£19.99
Film: As much for adults as children, *Antz* can be seen as a Marxist allegory – puny ant Z 4195 (voiced by Woody Allen) refuses to conform to the anthill social structure and leads the workers against the oppression of the soldier ants – or simply an exciting cartoon.
Features: Four featurettes. Commentary.

The Nightmare Before Christmas
Buena Vista/£19.99
Film: A spooky delight from Tim Burton, this stop-motion fairytale has gothic imagery, black comedy and great set-pieces. Tired of perpetual Halloween, Jack Skellington travels to Christmas town, kidnaps Santa Claus and does Chrimbo his own horrifying way.
Features: Burton's short films: *Vincent* and *Frankenweenie*. Deleted sequences. Behind-the-scenes footage. Commentary.

Beavis And Butthead Do America
Paramount/£19.99
Film: The most insightful social commentators of the Nineties – "Huh. Huh-huh. This sucks." "Shut-up dillhole!" – discover their TV has been stolen and embark on a trip across America to recover it, meeting lowlifes and creating laugh-out-loud havoc along the way.
Features: Theatrical trailers.

A Bug's Life
Buena Vista/£19.99
Film: An ant colony living in terror of tyrannical grasshoppers decide to fight back by recruiting a gang of warrior insects – and end up hiring a flea circus by mistake. *The Magnificent Seven* with insects, this has all the action and comedy you'd expect from such a premise.
Features: Pixar short film. Documentary. Outtakes.

South Park – Bigger, Longer And Uncut
Warners/£19.99
Film: When Cartman and co see *Asses Of Fire*, the latest movie from Canadian trumpers Terrance and Phillip, the children learn evil new swear words and thanks to Kyle's Mom's protest movement, this leads to war between the US and Canada. An hilarious and intelligent musical satire. Really.
Features: Three teaser trailers.

Perfect Blue
Manga/£17.99
Film: After abandoning her squeaky clean image to become a serious actress, Mima Kirigoe is haunted by the ghost of her former persona that refuses to be ditched. A controversial, visually astonishing anime thriller.
Features: Interviews. Musical Photo gallery. Behind-the-scenes footage.

Toy Story – The Ultimate Toy Box
Disney/£49.99
Film: Pixar's ground-breaking CG movie and its even better sequel are the benchmark in modern animation. Superb action and comedy and memorable characters make the adventures of Woody and Buzz among the best films of recent years.
Features: Documentaries, interviews, outtakes, commentaries, deleted scenes, short films and loads more.

Chicken Run
Pathé/£19.99
Film: The first full feature from Nick Park and Aardman takes the obvious route of transposing *The Great Escape* to a chicken farm. Despite some typically ingenious set-pieces, it never really captures the imagination like the antics of Messrs Wallace and Gromit.
Features: Documentary. Aardman clips. Commentary.

Looks like married bliss with a younger wife is taking its toll on our Michael.

WONDER BOYS

Universal/£19.99/Out now

Film: A gently amusing, poignant Americana about a middle-aged pothead with writer's block isn't the most obvious follow-up to *LA Confidential*, but Curtis Hanson's *Wonder Boys* is a low-key triumph. The ageing stoner in question is Professor Grady Tripp (Michael Douglas on top form) who wrote a best-selling novel as a young man and has since failed to deliver either on his promise or a second novel. Matters come to a head on a weekend when Tripp and his disturbed student James Leer (Tobey Maguire) steal Marilyn Monroe's jacket, kill a dog, get arrested and lose the manuscript to Grady's sprawling second book. Chaotic events that slot paradoxically but expertly into the movie's overall laid-back charm. **LH**
Features: The Location Map feature highlights the areas of Pittsburgh used in the film. There's also behind-the-scenes footage, on-set interviews and the music video for Bob Dylan's *Things Have Changed*.
Verdict: An engaging comedy/drama played to perfection by its ensemble cast. **8/10**

"Oi, Manson. You come camping, you wear anoraks along with the rest of us."

BOOK OF SHADOWS: BLAIR WITCH 2

Momentum/£19.99/22 October

Film: A year after the events of the original movie – which in a postmodern twist is seen as just that, a movie – local chancer Jeff Donavan has established a Blair Witch tour to cash in on the film's success. When he takes four people to spend a night in the woods, they wake covered in wounds with no recollection of the night. Fortunately, it's all been captured on their videocamera, including footage of the Blair Witch herself.

Book Of Shadows begins well, mixing genuine TV footage with documentary-style interviews and conventional storytelling to create an absorbing fusion of reality and fiction. But once out in the woods, the film rapidly loses direction, sacrificing all sense of mystery or horror on the altar of hackneyed plotting. **LH**
Features: We get two spoof documentaries that are actually better than the film itself. *Burkittsville 7* charts the history of the Blair Witch legend and the murderer Rustin Parr. While *Shadow Of The Blair Witch* takes up the story from the end of *Book Of Shadows*, detailing the criminal charges brought against one of the main characters. Also includes interviews with the main cast.
Verdict: Abandons the low-key realism of the original for embarrassing horror clichés. Now, that is scary. **5/10**

TEXT: LEE HART

Lecktor bravely remained stoic during the full cavity search.

"I come with a message from beyond... *Waterworld*, NO!"

MANHUNTER

Momentum/£19.99/Out now

Film: Michael Mann's adaptation of *Red Dragon* (precursor to *The Silence Of The Lambs*) is one of the great, unheralded films of the Eighties. Its focus on the mechanics of psychological profiling and the policework required to hunt serial killers lends it an authenticity few crime movies can equal. Following FBI profiler Will Graham (William Petersen) as he tracks voyeuristic murderer The Tooth Fairy, the film takes us through the thought processes of its manhunter as he tries to get inside the killer's head and anticipate his next move. To help him achieve this, Graham visits the monster he's already put behind bars, Dr Lecktor (spelt differently here and also played by a different actor, Brian Cox). But rather than assisting the FBI, Lecktor contacts The Tooth Fairy, telling him Graham's home address. And so the hunter becomes the prey... **LH**
Features: Cast and crew Interviews plus a quality 50-page book about Michael Mann.
Verdict: Chilling and intelligent, this is one of the best crime thrillers ever made. **9/10**

FIELD OF DREAMS

Columbia TriStar/£19.99/Out now

Film: Part of a hot streak that included the likes of *The Untouchables*, *Bull Durham* and *JFK*, this magical fable of baseball and redemption is arguably Kevin Costner's best film. An Iowa farmer and family man, Ray Kinsella (Costner) hears a voice out in his cornfield telling him: 'If you build it, he will come'. At first Ray thinks he must be going mad but when the voice persists and he investigates its instruction, Ray decides to risk everything by digging up his crops and building a baseball diamond – believing that the ghost of Chicago Black Sox legend 'Shoeless' Joe Jackson will come and play. But while Joe does show up (and brings along a squad of his pals) he isn't the 'he' the voice was talking about... **LH**
Features: An entertaining commentary by writer/director Phil Alden Robinson and a Making Of documentary with extensive behind-the-scenes footage and interviews.
Verdict: A modern, heartwarming *It's A Wonderful Life*, that plays on themes of regret and atonement. **9/10**

IT'S BACK 2 THE WOODS

BOOK OF SHADOWS:
BLAIR WITCH 2
SPECIAL EDITION

DVD VIDEO

INCLUDING TWO FEATURE LENGTH DOCUMENTARIES:
SHADOW OF THE BLAIR WITCH & THE BURKITTSVILLE 7
PLUS THE SECRET OF ESREVER DISCOVER HAUNTING SUBLIMINAL IMAGES
AND DIRECTORS COMMENTARY, TRAILERS, MUSIC VIDEO, INTERVIEWS AND BIOGRAPHIES

AVAILABLE TO BUY ON DVD & VHS FROM 22ND OCTOBER 2001

ARTISAN
momentum

Los Bros Hartnoll gleefully contemplate a third *TOTP* appearance in ten years.

Orbital

OPS2 speaks to Paul Hartnoll about the joys of DVD.

Given Orbital's reputation for stonking live shows that marry their distinctive brand of magpie electronica with cutting edge visuals it's perhaps no surprise that the Hartnoll brothers' latest outing *The Altogether* is one of the first albums to get a simultaneous release on CD and the son et lumiere wonder platter that is DVD. With his gurgling newborn in the background and the constant threat of a dead line thanks to an erratic cordless, Paul Hartnoll explains the genesis of *The Altogether*.

"The DVD was planned right from the start. Phil said he'd like to do the album in Dolby 5.1, and then of course you've got to have video for everything as well. That's an interesting prospect, being given the budget of most people's pop promos to do a whole album. But we work with a lot of creative people, so we pulled in a lot of favours to make a creative DVD without much finger nodding towards commercialism." And what about the sonic opportunities offered by Dolby 5.1?

"What we did was record the stereo version first and get that mixed. We then added things so that it would work. Like a fiddly, fast 303 bassline in one track. Doing it in surround sound you can make it swirl around the room really slowly. You can do things that can't appear on the stereo version."

//"We wrote a track called *Petrol* for *WipEout* before I'd even seen a PSone"//

Unlike previous Orbital albums, *The Altogether* borders on radio friendly, with vocals from extended family member David Gray, the inclusion of fans' live favourite *Dr Who* and track lengths that, with the exception of the final cut *Meltdown*, all come in well under the six-minute mark. Paul insists that this doesn't by any means signal a change of tack towards increased commerciality. "The reason we did them around five minutes in this album is for a change. Some people interpreted that as an attempt to get in the charts. I find that a bit distasteful. It's quite shallow for people to presume that you spend a year of your life creatively, thinking that." What about the fans' reaction?

"Of course, hardcore fans are quite fiercely protective of your previous work. Whatever you did last they liked. If you deviate from that they don't take too kindly to it. But you can't please everybody. Things progress. I've been listening to classical music recently, though I'm more into film music which is an organic process as it's following action on a screen." Talking of soundtracks, how do the Hartnoll brothers feel about writing music for games? "We wrote a track called *Petrol* for *WipEout* on the PSone (it later appeared in the film *Hackers*) and that was before I'd even seen a PlayStation. Someone brought down the video of it and I was so impressed with the graphics at the time. It was like writing for a chase scene in a movie. I'd be up for it again. Writing for games like *Tomb Raider* is just like doing film music." □ **PF**

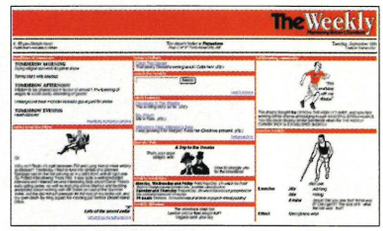
*The Altogether *was reviewed in* OPS2 *issue #07.*

THE DVD

If the budget to make this Dolby 5.1 DVD version of Orbital's latest album was the same size as most pop act's single pop promos then necessity really is the mother of invention.

Along side the impressive aural subtleties afforded *Altogether*'s tracks over the six channels available there are visuals for each track that are more collaborations than promos. Add to this a wealth of hidden tracks, multi-angle viewing, a game based on the track *Oil* and Brian Cant (don't ask), and this adds up to a package as satisfyingly idiosyncratic as the brothers Hartnoll themselves.

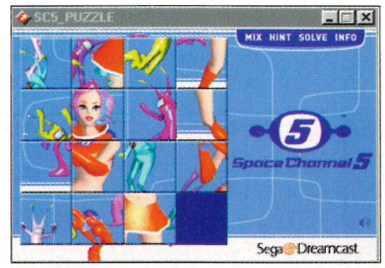
*The Altogether 5.1 *is out now in all good record shops.*



THE WEEKLY

www.theweekly.co.uk

The Weekly is an online newspaper that injects the licentious and lustful Internet with a welcome and hilarious shot of witheringly puritanical Victorian values. Subtitled 'Maintaining Britain's Standards', the site is updated daily with features, movie reviews, advertisements and more, all presented with the kind of ridiculous, stiff upper lip delivery that would probably be quite familiar to *Daily Mail* readers. Whether watching Flash-assisted lithograph ads for moustaches or reading a feature on why Great Britain is so dashed wonderful, this is a sly and very funny dig at our Empire theme park heritage. And you can submit your own observations on the day's matters of import. Top hole. **PF**



SEGA MINI GAMES

www.sega.com/vault/minigames/home_minigames.jhtml

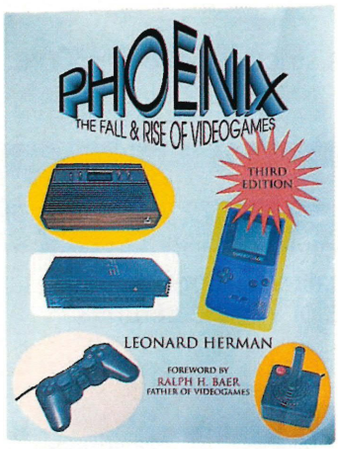
Now that Sega and Sony are the best of pals, it's officially okay to chill at Sonic's house. Moreover given that the PS2-bound likes of *Ecco The Dolphin* and *Space Channel 5* (not to mention *Crazy Taxi*) are given entertaining mini-game treatment here, visiting this site is pretty much essential for any PS2 gamer with a PC and an eye on the future. Alongside the names mentioned above, you'll find some franchise-free but impressive excursions into a number of genres including a first-person shooter, puzzle games, platformers and a space shoot-'em-up. When you're done you can head to the PS2 section of the site and see what's brewing. **PF**

THE TOP FIVE

Five of the best Web sites to prepare you for the lovely *Silent Hill 2*.

1. **www.konamityo.com/sh2**
The official KCET site. Not much there yet though.
2. **www.silenthill.fx.nu**
A fan site with enthusiastic coverage.
3. **www.game-saga.com/darksaga/csh**
Authorative and full of info on *SH* and *SH2*.
4. **www.angelfire.com/goth/celixsilenthill/main.html**
Gloomily effective starting ground for *SH* newbies.
5. **www.survivalhorror.com/data/silenthill2**
Thorough grounding in the *Silent Hill* universe.

»PRINT



PHOENIX: THE FALL & RISE OF VIDEOGAMES

Author: Leonard Herman
Publisher: Rolenta Press
On sale: Now (US)/**Price:** $24.95

The videogame industry may now be more than 30 years old, but willing historians are conspicuous by their absence. Admittedly, penning a chronicle of videogame history is not a simple task. It involves trawling through a battlefield littered with defunct machines, crashed companies, washed-up programmers and their long-forgotten game concepts. The acceleration of technology is so fast that nobody really has the time or the inclination to look back for too long.

Enter Leonard Herman and his unerring dedication to avenues of ancient research. This is the third edition of *Phoenix*, updated to include PlayStation 2, and it still appears to be a one-man labour of love. The hideous photocopy cover signals a lack of publisher interest, but that's a shame because Herman has compiled what is probably the most comprehensive history of videogames in existence. He could also do with a good editor to excise some of the extraneous detail, but that's not to say Herman is a bad writer; the sheer volume of facts he presents in a readable style is always impressive.

If you've ever wanted to know what happened to the Mattel Aquarius or the Coleco Gemini at the time when Nintendo was taking its first steps toward domination, look no further, although one tiny criticism of Herman's approach is that he concentrates on the hardware war as opposed to celebrating games themselves.

Phoenix is unadorned by nice pictures, insider comment or cultural analysis, but for a factual account of videogame history it's unbeatable. ☐ **SR**

* Phoenix: The Fall & Rise Of Videogames *is only available from www.rolentapress.com or www.amazon.com so credit cards out!*

Mags we like

WIRED

Frequency: Monthly/**Price:** £3.99 (import)/**See:** www.wired.com

Wired doesn't so much have its finger on the pulse of cutting edge technology and design as it does live inside the chambers of its precision engineered heart. The mag hails from San Francisco and is probably delivered with the semi-skimmed in Silicon Valley there. From ceramic bones for grilling vegetarian meat substitutes through bridge repair via Stealth Bomber technology to the latest Internet radios and lap tops, the tech-savvy editorial team attack the cream of the high-tech crop with authority and passion without ever losing the layman. The issue we devoured was a Japan special kicking off with a riveting overview of 21st Century Tokyo by cyberpunk scribe William Gibson that's almost worth the admission price on its own. But that's only the beginning. Following that we have the latest on DoCoMo and the wireless Web, Square's move into digital animation and the digital art of Namco PS2 programmer Yasuo Ohba who turns his day job of creating realistic chaos in CG textures into exotically kinetic sculptures. And there's much more besides. *Wired*'s import status may make it a pricy monthly, but when you're guaranteed a quality read packed with this much brain food every month it seems a small price to pay. ☐ **PF**

Gaming Content: Aside from the one-offs mentioned above, *Wired* has a take on the pick of gaming news and reviews included every month.

*Wired *is available on import from most good newsagents.*

TEXT: SAM RICHARDS

»MUSIC

"I actually quite like you right now!" Kelis takes a subtler approach to maintaining a fanbase.

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

KELIS Wanderland (Virgin)

Who? Psychedelic R&B wildchild who doesn't hate you quite as much right now. This album is again peerlessly produced by The Neptunes aka N*E*R*D.

Highlights: The titanium beats that provide perfect counterpoint for Kelis' prodigious vocals and prevent her from balladeering in typical R&B diva fashion.

Lowlights: Complacency is evident on the over-long downtempo tracks such as *Shooting Stars*.

Verdict: The single *Young Fresh N' New* tells you all you need to know in three words. This is booty-shaking pop music at its thrilling best. **8/10**

PULP Pulp (Universal/Island)

Who? The greying geography teachers of pop plead for compassion in a world of nasty nu-metal. Should we help the aged or just put them in a home?

Highlights: The sad, strident beauty of *The Trees*, or Jarvis in full rambling storytelling mode on *Weeds II* and *Wickerman*.

Lowlights: A non-song such as *I Love Life* getting the pomp treatment from producer Scott Walker on an album where restraint reigns supreme.

Verdict: Not dark and brooding like *This Is Hardcore*, nor cheerily anthemic like *Different Class*, Pulp is closer in spirit to *His & Hers* – pithy and poignant. **7/10**

APHEX TWIN Drukqs (Warp)

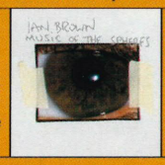
Who? Pioneering electronic auteur and professional awkward bastard Richard D James. Two years ago, he retired from music; *Drukqs* is a double album.

Highlights: Half trademark acid jungle disorientation, half subtle piano études, *Drukqs* (appropriately enough) messes with your head. In a very good way.

Lowlights: There's no potential chart-storming single in the vein of *Windowlicker*.

Verdict: Listen to *Drukqs* from start to finish and you'll be rewarded with eternal enlightenment. Another beautifully baffling addition to the Aphex canon. **8/10**

IAN BROWN Music Of The Spheres (Polydor)



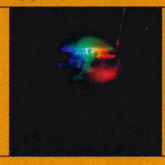
Who? Hey hey, he's King Monkey, some people say he monkeys around. Some people also say he hasn't made a good record since The Stone Roses.

Highlights: Superb single *F.E.A.R.* introduces Brown's most cohesive solo record to date. The metallic ambience of *Bubbles* signals an intriguing direction.

Lowlights: Despite the neat arrangements, blokey songwriting still prevails. The one he sings in Manc Spanish dialect is nigh on ridiculous.

Verdict: A sonically-inventive effort that finally banishes the memory of Reading '96 but lacks more than a couple of killer tunes. **6/10**

PLAYGROUP Playgroup (Source)



Who? Pet project of Trevor Jackson aka champion remixer The Underdog and founder of the Output label. Collaborators include Edwyn Collins and Shinehead.

Highlights: Leila vocalist Luca Santucci croons artfully over the dark disco of *Number One* while Le Tigre's Kathleen Hanna does the punk/funk thing for *Bring It On*.

Lowlights: Leave a producer in a studio for too long and he'll make a crap dub track (*Surface To Air*). The dancehall take on *50 Ways To Leave Your Lover* is also dubious.

Verdict: Harnessing a mass of disparate talents, *Playgroup*, like its title suggests, is messy but enjoyable. **7/10**

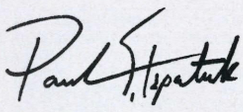
» ALSO RELEASED

Macy Gray The Id (Epic)/**Mull Historical Society** Loss (Blanco Y Negro)/**Modjo** Modjo (Universal)/**Mark B Presents** Harlem World (Heroes & Villains)/**Mo' Horizons** Remember Tomorrow (Stereo Deluxe)/**DJ Food & DK** Solid Steel (Ninja Tune)

HARDCORE

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore…

You know, there's nothing better on a hot summer's day than to sit in a cramped, dimly-lit space with minimal ventilation surrounded by a stack of games and a hot, humming PS2. That's what they tell me at feeding times anyway. Not that I've had much time for my ciabbata and Volvic allowance recently, what with *Red Faction, Escape From Monkey Island* and *GT3* filling my hours with supercar tuning, armed insurrection and going 'ack eep oo' in Monkey Kombat. Next month we've got a full *Resident Evil Code: Veronica X* walkthrough for you. Enjoy the repast and I'll see you next time.



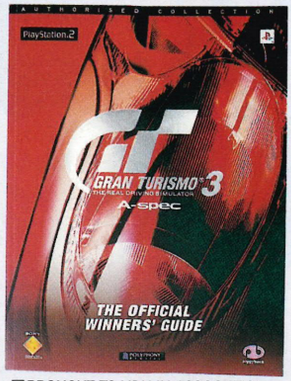
Paul Fitzpatrick
Staff Writer

HELP ME!

Stuck? Frustrated? Lonely? If you're either of the first two (involving videogames) you're more than welcome to write to me and ask for my help. I'll do the best I can to unearth codes, secrets, walkthroughs or advice for any game you want. So, if you need a hand, just pick up that pen or keyboard and write to me at: **HardCore, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Galactic laserpost to **PS2@futurenet.co.uk.**

GRAN TURISMO 3: A-SPEC

In the second part of our continuing *GT3* Official Winners' guide we talk you through the International B and International A Licence tests and explain the role of vehicle settings.

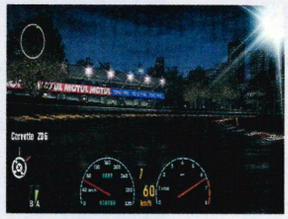


☐BROUGHT TO YOU IN ASSOCIATION WITH *GRAN TURISMO®3: A-SPEC THE OFFICIAL WINNERS' GUIDE*, PUBLISHED BY PIGGYBACK AND AVAILABLE IN THE SHOPS FOR £9.95.

YOU CAN WIN ONLINE!
The *Gran Turismo®3: A-spec* European Winners' League is now online at www.authorisedcollection.com. This competition will run for five months, and is open to all *Gran Turismo®3: A-spec* players from PAL territories. Each month, a new set of tracks will be unlocked on the site, and registered users invited to input their fastest lap and race times. The player who puts in the best overall performance across the entire track set will be deemed the winner – netting superb prizes!

piggyback

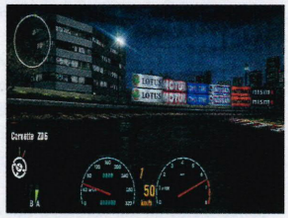
LICENCE TESTS: INTERNATIONAL B



1. Circular turns, 60R, wet road

☐Car: **Chevrolet Corvette Z06**
☐Gold: **0:48.700** ☐Silver: **0:49.200**
☐Bronze: **0:51.800**

Start at 3,000 rpm, steer a few metres to the inside and maintain a distance of around one to two (game) metres from the right inside edge. Continue accelerating to build up an even speed of around 93 km/h, while constantly steering to the right. As soon as the finish line is in view, you can accelerate fully and allow yourself to be propelled to the outside. Once again, your best bet is to steer using the left analogue stick even if you normally use the directional buttons to guide your car. As soon as you find yourself being propelled too far to the outside, take your foot off the accelerator. If you're pulling too far to the inside, increase your acceleration and steer less heavily. Be careful not to abruptly cease a steering movement though.



2. Circular turns, 100R, wet road

☐Car: **Chevrolet Corvette Z06**
☐Gold: **1:01.600** ☐Silver: **1:02.400**
☐Bronze: **1:05.500**

After driving for a few metres, pull your car a little to the inside, in order to continue accelerating from there. However, keep around two to three (game) metres away from the inner boundary, and try to maintain a speed of around 118 km/h. Turning your steering wheel to the right, your task is then to complete three laps as quickly as possible, and then to accelerate fully before the finish line. Don't forget: if you find yourself being propelled to the outside, just take your foot off the gas. If your car is pulling too much to the inside, accelerate more heavily and steer less to the inside.

3. Cornering from limit braking 1

☐Car: **Honda S2000 Type-V**
☐Gold: **0:22.400** ☐Silver: **0:23.000**
☐Bronze: **0:24.500**

Drive gently to the left-hand track edge. At the 50 metre sign, take your foot off the gas, brake and steer to the inside. Drive the corner wide, then stabilise your car by applying on/off pressure to the accelerator. Following this, drive into the second corner at full speed, keeping as far to the right as possible. On entering it you'll already see the next corner to the left – take your foot off the accelerator a couple of times and steer to the left. Drive by the left-hand of the corner as close as possible, then drive pretty much in the middle of the track. Take the next left-right chicane at full speed, by keeping wide to the left at the next corner and then immediately pulling to the right, as though you intended touching the barrier

LICENCE TESTS: INTERNATIONAL A

1. High-speed combination corners 1

☐Car: **Mitsubishi Lancer Evolution VI Rally Car**
☐Gold: **0:39.500** ☐Silver: **0:40.200**
☐Bronze: **0:42.500**

Keep far to the right at first, and briefly take your foot off the gas when steering sharply into the first corner. Continue steering to the left, and keep to the inside track as much as possible – you'll be propelled to the outside by your high speed. Go through the following right-left chicane by first driving far to the right, and only pulling slightly to the right at the entrance to the corner. This means that you'll be alongside the left-hand track when leaving the chicane. At the 50 metre sign for the next right corner, decelerate and steer heavily into the corner. Take the right corner at full speed and keep far to the outside since the track narrows at the end. Just before the finish line there is an easy left turn.

2. High-speed combination corners 2

☐Car: **Spoon S2000**
☐Gold: **0:15.670** ☐Silver: **0:15.900**
☐Bronze: **0:16.400**

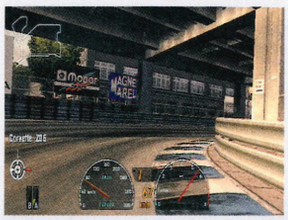
This test centres around a chicane which you must drive through at top speed. After the flying start, you should keep to the right at first so that your right tyres are on the white track marking. Then pull to the left early on, in order to graze the clipping point of the first corner. Drive over the curbs, but take care not to touch the cones. Then steer sharply to the right, in order to drive over the curbs to the opposite corner. Then gently orientate your car on the following straight in order to reach the finish line as quickly as possible. The less you have to steer through the chicane during this test, and the less you touch the curbs, the quicker you'll be. You should have no problem taking home gold or silver.

3. High-speed combination corners 3

☐Car: **Subaru Impreza Rally Car Prototype**
☐Gold: **0:23.400** ☐Silver: **0:23.800**
☐Bronze: **0:25.000**

After the start, steer your car gently through the first chicane and approach the following corner from the outside. Decelerate after the clipping point, and steer to the inside in order to corner into the tunnel in an arc. At the end of the tunnel you should drive far to the left and then take your foot off the gas, in order to be able to turn successfully into the next extended right corner. Pull to the inside and accelerate in bursts. As in the B-7 test, your car will be propelled to the end of the corner, but you should not touch the tunnel wall on your left-hand side. As long as you follow the winners' line from the B-7 test, and don't decelerate too much, this test isn't too difficult.

OFFICIAL GUIDE: PART TWO



4. Cornering from limit braking 2

☐Car: **Chevrolet Corvette Z06**
☐Gold: **0:19.700** ☐Silver: **0:20.000**
☐Bronze: **0:21.200**

After the first gentle corner, keep to the left and roar towards the double corner. Shortly before reaching the overpass, you must decelerate and then steer into the corner early on. Since your speed remains very high, the brake must remain depressed. Shortly before passing the right corner – the first clipping point – take your foot off the brakes and start accelerating again in bursts and orienting your vehicle. Do not allow yourself to be propelled too far to the outside – only up to half the width of the track at most. Then steer into the second corner. After the second clipping point (at the latest), you can start driving at full speed again, allowing yourself to be propelled to the left. You now have just a few metres to go before reaching the finish line.

5. Accelerating while turning and transferring weight

☐Car: **RUF 3400S**
☐Gold: **0:28.700** ☐Silver: **0:29.300**
☐Bronze: **0:30.500**

Your engine should be running at 4,000 rpm at the start. Then accelerate as quickly as possible, while avoiding squealing tyres in first gear. When in the gentle right corner of the tunnel, keep to the right so that, on exiting, you are driving as far as possible to the right. Shortly after passing the 50 metre sign on the left-hand side, take your foot off the gas and steer into the first 90° corner of the left-right chicane. Drive as far to the left as possible, and accelerate in bursts. As soon as you are between the first and second corners, start steering to the right and head for the clipping point. Although it is not necessary to brake, you should accelerate in bursts. From the clipping point, you can drive towards the finish line at full speed.

6. High-speed slalom 1, driver assistance ON

☐Car: **RUF RGT**
☐Gold: **0:24.000** ☐Silver: **0:24.300**
☐Bronze: **0:26.200**

In this test, you car's driving assistance functions are switched on, allowing you to study your vehicle's behaviour. Try to drive in a straight line, heading for one clipping point after another. Using gentle and even steering movements, re-orientate your car after each clipping point. In order to steer better, you should decelerate slightly – but really only minimally. Make use of the curbs' surface, but take care not to knock over the cones. Pay attention to the manner in which your car is stabilised through acceleration. You'll also see how it becomes easier to steer if you decelerate. The activated stability control, a device controlling the spinning of the car, will prevent the rear going into a premature spin.

7. High-speed slalom 2, driver assistance OFF

☐Car: **RUF RGT**
☐Gold: **0:24.000** ☐Silver: **0:24.400**
☐Bronze: **0:26.300**

This test is the same as test six, except your car's stability control mechanism is now switched off. Once again, your task is to drive through the snake shaped course by simply using gentle steering movements. However, you'll find your vehicle very prone to spinning – so you'll have to steer even more gently. You'll probably find that you have to take your foot off the gas every second time you correct your course – eg after steering left once and right once – in order to prevent your car from spinning. Then challenge yourself further by pushing ever closer to the car's limit and making full use of the curbs. This gentle braking effect when running over the boundary stones should enable you to master the course at full speed.

8. International Class B licence final test

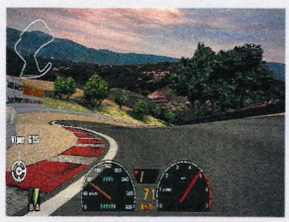
☐Car: **Honda NSX Type S Zero**
☐Gold: **0:31.700** ☐Silver: **0:32.000**
☐Bronze: **0:33.700**

Start by driving gently at the right track edge. Pay attention to the signs indicating the distance from the left corner, and brake at the 50 metre mark. Then steer to the inside, and accelerate in bursts even before you pass the clipping point. Let yourself be propelled more or less to the centre of the track, and then decelerate again, in order to take the left corner tightly. After the corner, swing to the left in order to drive towards the approaching right corner from the outside early on. Keep as far left as possible, and make full use of the curb surface. Now drive slightly uphill to the last corner, which kinks to the right. Head straight for the clipping point, and when you reach it pull the steering wheel to the right. You'll then be approaching the finish.

4. Cornering from limit braking 3

☐Car: **Honda Castrol MUGEN NSX**
☐Gold: **0:32.200** ☐Silver: **0:32.400**
☐Bronze: **0:34.000**

Step heavily on the gas while driving down the long straight, until you see two yellow signs at the right-hand edge, indicating the approaching corner. Brake at around the 80 metre level, but don't yet steer into the right corner. Only steer sharply into the corner at the 50 metre mark, and then step on the gas again until you reach the clipping point. Now keep slightly to the right of the track centre. When you come to the end of the straight, pull to the left into the chicane. Decelerate at around 120 km/h, and continue steering to the left after passing the clipping point in order to avoid touching the track marking opposite. Drive around the gentle right corner (the end of the chicane), and then approach the finish at full speed.



5. Corkscrews

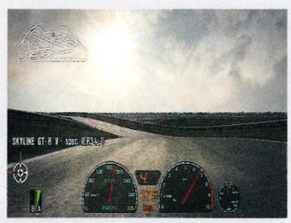
☐Car: **Dodge Viper GTS**
☐Gold: **0:22.900** ☐Silver: **0:23.300**
☐Bronze: **0:25.000**

After the first summit, steer to the left in order to approach the second summit from that side. This is because you'll have to graze the right track edge on the second summit, in order to brake better and steer into the next chicane. Start braking from the second summit, and avoid any steering movements. Wait until your car is only driving at around 70 km/h, and then steer to the left into the chicane by accelerating in bursts. Then pull to the right – without accelerating too much or too often – in order to exit the chicane. Don't be too quick on the following downward straight, because you'll soon be driving into an extended left corner. Take it from the outside, and steer towards the corner's clipping point, allowing yourself to be propelled to the outside towards the finish line.

6. High-speed combination corners 4

☐Car: **Pagani Zonda C12**
☐Gold: **0:20.100** ☐Silver: **0:20.400**
☐Bronze: **0:21.300**

After the flying start, approach the first corner from the outside, and take your foot briefly off the gas when steering in. If you touch the barrier on the right-hand side when exiting the corner, you were too quick. At your next attempt, try to steer in a little earlier, and/or take your foot off the gas for longer. After the corner, pull quickly to the left side, because you're about to come up against an extended right corner. Steer into this corner early on, and only take your foot slightly off the gas. After exiting the second corner, you'll be faced by a narrow but very easily negotiated left corner, which shouldn't pose any problems. The less you take your foot off the gas on this stretch, the sooner you'll be taking home gold.



7. Cornering from all angles

☐Car: **Nissan Skyline GT-R V-spec II (R34)**
☐Gold: **0:46.000** ☐Silver: **0:46.600**
☐Bronze: **0:49.200**

You can drive through this hilly section at full speed: approach the first crest from the right and, during your approach, pull to the left. You'll find that your tyres lose grip slightly at the foot of the following valley, but counter-steering will prevent your car spinning. Approach the second crest in a gentle left arc, and steer to the right as soon as you reach the top. When on and between the following hills you should remain on the inside track, but avoid the cones. After this series of snakes comes a short straight followed by a hairpin corner. Approach this from the outside and steer to the inside at low speed, in order to slowly accelerate again after the clipping point. Leave the corner in a wide arc, and drive towards the rapidly approaching finish line.

8. International Class A licence final test

☐Car: **Skyline GT-R-N1 V-spec**
☐Gold: **1:07.500** ☐Silver: **1:08.500**
☐Bronze: **1:12.000**

Although in this test you'll be driving wide corners at the start, they become ever tighter – and, to make matters worse, they're alternately located left/right. As soon as you find yourself being propelled too far to the outside, simply take your foot off the gas. If you pull too far to the inside, accelerate more heavily and steer less to the inside. After the second corner, try steering to the inside from far outside, grazing the corners' clipping point (marked by cones) at a short distance. In the tighter corners, you'll find that the key to success lies in giving the right amount of gas and steering gently. After the third left/right combination the finish line heaves into view. This is a very difficult test, but you'll master it if you use even and gentle steering.

GRAN TURISMO 3: A-SPEC cont

YOUR VEHICLE'S SETTINGS

Some general points about settings

You can change your vehicle's settings before each race in Gran Turismo mode, as well as in My Home. In contrast to tuning parts, which can only be installed or removed in their entirety, the settings represent a kind of 'fine tuning'. Armed with an imaginary screwdriver, you can adjust screws and valves to ensure that your car is effectively prepared for the track ahead. Thus, you can improve certain driving features and at the same time eliminate a few minor weaknesses.

However, take care that you first have a clear idea of the direction in which you wish to change your car. Arbitrary fiddling with the settings tends to quickly result in disaster. Your best bet is to make a note of your initial settings, or simply store them on your Memory Card, ensuring that you can easily restore the original settings.

You can change settings in respect of 18 vehicle components in the following categories: Suspension, Drivetrain, Brakes and Others/ROM. You generally move a slider to the right to enhance or increase a setting. Alternatively, you can move the slider to the left to lessen or decrease the setting. When it comes to the Gear Ratio setting, a visual helps clarify matters. After you have changed your settings, it is vital you take your vehicle for a test drive. This should be done under the same conditions.

Settings, categories and options

☐**Settings:** Here you'll find the precise name of the setting. All settings are listed in the sequence in which they appear in the game.

☐**Required tuning part:** In order to carry out most settings, one of the listed tuning parts must be installed in your vehicle. Take a look at this column to see which tuning part is required.

☐**Front and rear separately adjustable?:** Most settings can be carried out separately for the front and rear of your car. This is indicated by a 'Yes' in the column. If this is not possible, it's indicated by a 'No'.

☐**Setting:** You generally move a form of slider to the right to enhance or increase a setting. Alternatively, you can move the slider to the left to lessen or decrease the setting.

☐**Advantage:** This column details the improvements resulting from the selected setting.

☐**Disadvantage:** This column lists any negative effects of the selected setting.

piggyback

SUSPENSION

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
Spring Rate	Suspension/Fully Customised Service	Yes	Soft	The car does not 'bounce'.	Steering behaviour becomes heavier.	Hard	Steering behaviour is improved.	The car 'bounces'.
Ride Height Adjustment	Suspension/Fully Customised Service, Suspension/ Semi-Racing	Yes	Low	The car is more stable on the road.	The car goes into a spin easily in corners.	High	Spinning of the rear in corners is reduced.	The car becomes less stable.
Damper	Suspension/Fully Customised Service, Suspension/Semi-Racing, Suspension/Sport Kit	Yes	Soft	The car does not 'bounce'.	Steering behaviour becomes heavier.	Hard	Steering behaviour is improved.	The car 'bounces'.
Damper Bound	Suspension/Fully Customised Service	Yes	Soft	Spinning of the rear in corners is reduced.	The car rolls to the side.	Hard	Steering behaviour is improved.	The car goes into a spin easily in corners.
Damper Rebound	Suspension/Fully Customised Service	Yes	Soft	Spinning of the rear in corners is reduced.	The car rolls to the side.	Hard	Steering behaviour is improved.	The car goes into a spin easily in corners.
Camber Angle	Suspension/Fully Customised Service, Suspension/Semi-Racing, Suspension/Sport Kit	Yes	Small	More stable driving on straights.	The car does not drift as well.	Large	Spinning of the rear in corners is reduced.	The tyres lose grip.
Toe Angle	Suspension/Fully Customised Service	Yes	Small	The grip on straights is improved.	The car goes into a spin easily in corners.	Large	Steering behaviour is improved.	The car becomes less stable.
Stabiliser	Suspension/Fully Customised Service, Suspension/ Semi-Racing	Yes	Soft	The car does not 'bounce'.	Steering behaviour becomes heavier.	Hard	Steering behaviour is improved.	The car goes into a spin easily in corners.

BRAKES

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
Brake Balance	Brake Balance Controller	Yes	Weak	The car skids less when braking.	The braking effect becomes weaker.	Heavy	The braking effect is enhanced.	The tyres lose grip.

DRIVETRAIN

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
LSD Initial	LSD/Full Customisation	Yes	Small	Spinning of the rear in corners is reduced.	LSD only comes into its own later.	Large	LSD takes effect early on; the position in corners is improved.	The car goes into a spin easily in corners.
LSD Acceleration	LSD/Full Customisation	Yes	Small	The position in corners is improved (understeering is reduced).	The car goes into a spin easily in corners.	Large	Acceleration behaviour improves.	The car becomes less stable on straights.
LSD Decrease	LSD/Full Customisation	Yes	Small	More stable driving on straights.	The car is unstable when braking.	Large	The car is stable on the road, even when braking.	The position in corners worsens.
Gear Ratio	Transmission/Full-Racing	Yes	Low	The maximum speed in the individual gears is increased.	The torque is reduced.	High	The torque is increased, thus improving the acceleration.	The maximum speed is reduced.

ROM

Settings	Required tuning part	Front and rear separately adjustable?	Setting	Advantage	Disadvantage	Setting	Advantage	Disadvantage
Down Force	No specific part is required; it simply depends on the vehicle.	Yes	Deep	The maximum speed is increased.	The car becomes less stable.	High	The car is more stable on the road.	The maximum speed is reduced.
AYC Controller	AYC Controller	No	Weak	The car does not go into an uncontrolled spin.	Worse steering behaviour.	Heavy	Steering behaviour is improved.	The car goes into a spin easily in corners.
Active Stability Manager	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.	No	Weak	You will have improved steering behaviour.	The car is prone to going into an uncontrolled spin.	Heavy	The car does not go into an uncontrolled spin.	The maximum speed is reduced.
TCS Controller	Many cars have a TCS to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy a TCS.	No	Weak	Improves acceleration.	The tyres are prone to wheelspin, thus losing their grip.	Heavy	The tyres have more grip.	Acceleration decreases.
VCD Controller	Variable Centre Differential	No	Weak	The engine's torque is more effectively utilised.	Worse steering behaviour.	Heavy	Steering behaviour is improved.	The car goes into a spin easily in corners.

Save settings

Settings made to your vehicle(s) are saved when you save your game normally. However, like race replays, you can also save settings separately on the Memory Card. Several settings can be saved in respect of the same car; the only limit is the available space on your Memory Card. Remember, however, that the saved setting can only be loaded again for the car in question.

Examples of possible settings

The driving behaviour of two identical cars with the same tuning parts may differ greatly thanks to different settings. In its original state – ie after the car is bought or the tuning part installed – a vehicle's settings are very balanced and stable. You'll have no problem going onto a track and achieving respectable lap times. However, this driving behaviour does not reflect the potential lurking under your car's bonnet. In order to get the most out of your car, the vehicle's settings should be tailored to the track and to your driving style.

SETTINGS TO REDUCE UNDERSTEERING

Category	Setting	Required tuning part
Suspension	Ride Height Adjustment: Front higher than the rear.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Front harder than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Camper Angle: Front larger than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Brakes	Brake Balance: Front stronger than the rear.	Brake Balance Controller
Drivetrain	LSD Acceleration: Reduce front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Decrease: Reduce front and rear equally.	LSD/Full Customisation
Rom	Down Force: Front stronger than the rear.	Vehicle-dependent
Rom	AYC Controller: Increase the figure.	AYC Controller
Rom	Active Stability Manager: Increase the level.	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.
Rom	VCD Controller: More weight on the rear tyres.	Variable Centre Differential

SETTINGS TO REDUCE OVERSTEERING

Category	Setting	Required tuning part
Suspension	Ride Height Adjustment: Front lower than the rear.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Front softer than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Camper Angle: Front smaller than the rear.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Brakes	Brake Balance: Front weaker than the rear.	Brake Balance Controller
Drivetrain	LSD Acceleration: Increase front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Decrease: Increase front and rear equally.	LSD/Full Customisation
Rom	Down Force: Front weaker than the rear.	Vehicle-dependent
Rom	AYC Controller: Reduce the figure.	AYC Controller
Rom	Active Stability Manager: Increase the level.	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM.
Rom	VCD Controller: Less weight on the rear tyres.	Variable Centre Differential

SETTINGS TO REDUCE BODY ROLL (ROCKING FROM SIDE TO SIDE)

Category	Setting	Required tuning part
Suspension	Spring Rate: Increase front and rear equally.	Suspension/Fully Customised Service
Suspension	Ride Height Adjustment: Reduce front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Increase front and rear equally.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Stabilizer: Increase front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Rom	Down Force: Front stronger than the rear.	Vehicle-dependent

SETTINGS TO REDUCE DIVE (FRONT)/SQUAT (BACK)

Category	Setting	Required tuning part
Suspension	Spring Rate: Increase front and rear equally.	Suspension/Fully Customised Service
Suspension	Damper: Increase front and rear equally.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Stabilizer: Reduce front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Rom	Down Force: Front less than the rear.	Vehicle-dependent

SETTINGS FOR BETTER DRIFTING

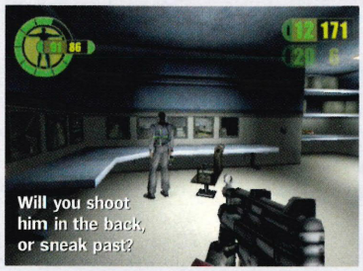
Category	Setting	Required tuning part
Suspension	Spring Rate: Increase front and rear equally.	Suspension/Fully Customised Service
Suspension	Ride Height Adjustment: Reduce front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Suspension	Damper: Increase front and rear equally.	Suspension/Fully Customised Service, Suspension/Semi-Racing or Suspension/Sport Kit
Suspension	Stabilizer: Increase front and rear equally.	Suspension/Fully Customised Service or Suspension/Semi-Racing
Brakes	Brake Balance: Front stronger than the rear.	Brake Balance Controller
Drivetrain	LSD Initial: Increase front and rear equally.	LSD/Full Customisation
Drivetrain	LSD Acceleration: Increase front and rear equally	LSD/Full Customisation
Drivetrain	LSD Decrease: Reduce front and rear equally.	LSD/Full Customisation
Rom	AYC Controller: Increase the figure.	AYC Controller
Rom	TCS Controller: Reduce the level.	Many cars have a TCS from the start. You can switch this function ON or OFF in the Options Menu.
Rom	Active Stability Manager: Reduce the level.	Many cars have an ASM to start off with. You can switch this function ON or OFF in the Options Menu. You cannot buy an ASM..
Rom	VCD Controller: Less weight on the front tyres.	Variable Centre Differential

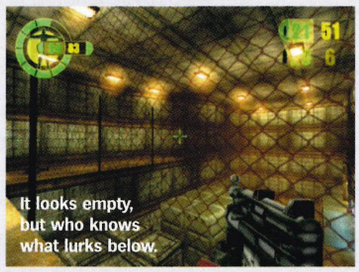
PART THREE NEXT MONTH!

WALKTHROUGH PART THREE

RED FACTION

Welcome back to the red planet. This month we rejoin Parker as he nears the heart of the nefarious Ultor Corporation. Good luck comrade...





ADMINISTRATION ENTRANCE
Keep your weapon concealed and don't let the guard to see your face. Go through the door at the top, and then go through the door at the far end of the storage room. Turn right and head through the hall instead of the stairs. Look right, there will be two guards so hug the left wall as you move towards them. Follow them from distance and as soon as you get into the opening of the room turn to the left and run to the door at the foot of the staircase. Enter the room and run right after the first one. Walk forward and left to the elevator and head up to the next floor and the next area.

CORPORATE HQ
Once on this floor, do as Hendrix says and follow the centre hall. Turn left then right and enter the door to your left. Now you get to meet him. Exit the room, turn left then right to enter another hall and then turn left and run down the hall to the next elevator to get to the next floor.

EXECUTIVE SUITES
You are at the highest security area in the game. Exit the elevator and wait for the guard to make his patrol. Once he's gone walk forward and turn left to run up some stairs. Go through the door to your left and sneak past the guard. Then pull out your gun and shoot him in the head. Hide the body in the ammo closet, then shoot the camera screens in order to disable the camera system. Save your game here.

Turn left out of the door, go down the hall and turn right. Run forward and go left through the far door to enter a large room. Enter the door with Gryphon's name on it. Run past his secretary and enter his office. Now run out of his office and turn right. Go down the hall while taking the left fork. Turn left, and then turn right to run down to a weapons locker. Once you enter and press the button on the opposite door, the next area will be loaded.

MAINTENANCE ENTRANCE
Exit the room and turn left. Walk forward and Gryphon will wave you past the electric fence. Go past the tower and eliminate the guards. Open the door on the tower; climb the ladder to kill the guard. Push the switches on the console to disable the force fields. Follow the cavern to the left, enter the bot repair shop and go through the door to your right. Pass through the room killing the guards then take the lift to the control room. Eliminate the guard and press the buttons on the panel to deactivate the force field and open the access doors. Exit at the far end of the storeroom and run up the cavern.

FIGHTER DOCKING BAY
Follow the path to a lift, the door opens and you'll have to kill a guard. Climb the ladder, kill the guard who is waiting at the top and flip the switch that says 'Main Door'. Exit the tower. Run back up the path and go through the doors to your right. Kill the guard right in front of you, then sidestep into the room and shoot the guards. Run under the staircase and Gryphon will show you a hidden door. Save your game.

Head towards the double doors to view a cut-scene. Blast your way past the mounted turrets and guards beyond the doors. Inside the doors are two turrets on the ceiling, and two guards in a control room. Take out the turrets with the Automatic Shotgun, then lob grenades into the room to take care of the guards. Your grenade should have made an opening, if not throw another. Press the right switch so Gryphon can go through the first door, then the left switch so you can both reach the lift.

At the bottom of the elevator are four guards. The middle one has a rocket launcher, so take him out first, then the other two. Walk to the Fighter and press the Action button to board it. The primary button fires a machine gun, while the secondary one fires missiles. Fly toward the ceiling and the next area loads.

FIGHTER TESTING GROUNDS
Follow the red lights to a rival fighter. Use the gun to weaken the fighter, then fire a missile to finish him. Eventually you'll reach a base with two guarded towers. Kill these guys with your machine guns. The two rear towers each have one guard, and then there will be four guards on the landing platforms. Before you can continue you need to take out each guard, after which there will be a cut-scene of you landing and running into the next building. Hit the switch on the wall to trigger the next area.

REFUSE DISPOSAL PLANT
Turn left, then right and run through the double doors and you'll come face to face with a huge robot. Save your game. Equip your Riot Shield and walk backwards to lure him into the incinerator room. Unload a few rockets into the 'bot and he'll follow you into the room. Now climb up the ladder on the left and hit both of the switches. The fan will turn on and the incinerator door will open, causing the robot to be blown to bits. Climb down the ladder in the incinerator shaft and enter the vent to continue the next area.

MEDICAL RESEARCH
Walk past the first grate and continue to the end where there is another. Silence your Handgun, and wait until you hear the technician say that she'd "better get a doctor." She'll then leave the room and so shoot the grate and drop down. Hide your weapon and leave the room. Go left and run through the door. Kill the guards and go through the door to your left. With luck, the two guards on the other side will still have their backs turned to you, so quickly turn right and run down the stairs to an area with three doors.

Take the left door, run up the stairs and go through the door, turn right through another, then right again through yet another door. In the operating room, go through the double doors and and down the hall. At the bottom of the stairs turn right. Follow this hall to the Cryogenic Storage. Go through the double doors and there will be two guards ahead of you and one above. Shoot them and then enter the door to your left. Climb the ladder and enter the left door next to the catwalk. Now run forward on either level to the next area.

CAPEK'S LAIR
Go through the double doors, strafe over to the right wall and run ahead. Enter the left door, run past the glass window and go through the door to the right. Kill the guards, then run upstairs and go through the only door. Kill the guy sitting at his desk to get a Keycard, and then exit this area and return to the large entry hall. With the Keycard you can go through the door labelled 'Restrictive Access'. At the end of the hall, go through the door to your left. Kill the guard, then enter the elevator and head down. Go ahead through the doors. Kill the guards and head through the left hall, up the stairs, and through the door. Run up the stairs and chase Capek until you come to an airlock.

CAVERN ENTRANCE
After leaving the airlock, run into the clearing and you'll see Capek fleeing into a tunnel. Follow him. You'll encounter two 'rat monkeys', shoot them and continue down the tunnel. Kill the guard in the clearing, then enter the tunnel to Underwater Cavern where two more guards will appear behind you and you'll see Capek running across the far side of the room. Kill the two guards, then dive into the water to head over to another tunnel. About halfway through you'll enter a large clearing with a huge pillar. To the left which will be a sonar whale. Equip your Handgun and kill the whale before continuing on. The tunnel will exit out to where you saw Capek head at the start of the level. Run into the tunnel to the left, kill the two guards, and run forward.

THE ARTIFACT
Turn right out of the tunnel, and run forward into a passage that exits out into a cavern full of rat monkeys. Kill the four small ones, then continue forward into a room with steam vents and grande rat monkeys. Jump up into the small passage, follow it to a room with four small rats and a flamethrower on the ground. Kill them, then enter the tunnel to your left.

WATERFALL
Continue forward, kill the monkey and run down the tunnel. Kill the five rat monkeys. Fight more rat monkeys in the tunnel then follow the tunnel until it exits out down near the waterfall. The waterfall conceals another tunnel that holds five sentry robots. Two of these fire machine gun rounds at you, while the other three fire energy blasts. Take them out and press the switch next to the giant metal beams to cause them to open, and give you access to Capek's Zoo.

CAPEK'S ZOO
Some rat monkeys will come out of the right room, while two guards come from ahead. There is a truck to the left. Hop into it and drive up the tunnel. The guards will run for their lives, but you can run over them. At the end of the passage, you'll see a gate which blocks your truck. So jump out, and run up the tunnel to your right. Flip the switch on the catwalk then break the glass, shoot the three mutants and run through the gate. Turn left and run down the tunnel to find a switch that will open the gate that is blocking your car. Then get back into the truck and drive down the tunnel.

ICY UNDERWATER CAVERN
Drive straight ahead to a small room with steam pipes to the left, but just continue forward while mowing down guards. The tunnel turns to ice so hug the left as on the right is a cliff. Eventually you'll come to a split bridge, jump out of the truck and run to the back to the machine gun. Press ⊗ to gain control of the gun and kill the guards. Then drop down to the ice below and look into the water. You'll see a whale, so shoot it with a few shells then dive in and follow the white lights.

ICY SUB BAY
Continue to follow the lights till you reach a large cavern with an opening at the top. Ignore the whales, then go through the opening. After killing a couple of guards, flip a switch on the wall next to the water and a sub will splash down. Jump into the sub, and follow the white lights. In the tunnel you'll encounter an enemy sub and one whale.

WORM FOOD
The white lights lead to an underwater research base. As soon as you clear the water, jump out of the sub and kill the guards. Then run forward and into the far hall, to your right is an ice shaft. Slide between the the bars, arm your Rocket Launcher or Grenades, and run down the tunnel. It will take you to a lair with a nasty-looking worm. Fire rockets into its mouth while strafing left or right to avoid its attack. Once down, you can exit the area.

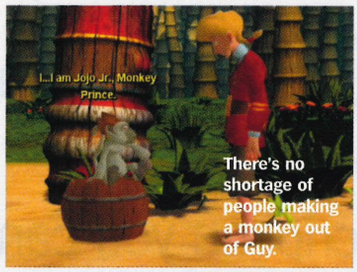
LAB ENTRANCE
Run forward through the tunnel and kill the guards at the bridge. Press the button at the two giant doors to cause the airlock to open. Go inside. Once out of the airlock, kill the guard next to the right door and take out all the ceiling turrets. Walk forward and duck into the small alcove to your left to gather some life. Then shoot the turret in front of the door, then press the button and board the lift. At the bottom, you'll encounter two guards, then a door that leads to the next area.

NANOTECH LAB
Go through the double doors and fire at the guard above you. Then turn left and run through the doors to find another guard. Run directly ahead and through the doors and follow the hall as it curves to your right. At the end there will be two guards in front of a set of double doors. Head through the doors and run up the ramp to get on the catwalk. Follow the walkway as it heads to the left, past the glass tunnel, and then jump down and go through the set of double doors against the far wall. Kill the guard and run up the ramp to more doors. Once inside the next room, kill the guards and run straight ahead through the doors in front of you. Right inside will be two guards, then press the button on the door to enter the elevator and head down to the next level.

**The final installment of our* Red Faction *walkthrough will be here next month. Until then, keep your head down...*

ESCAPE FROM MONKEY ISLAND

Are you ready for a final burst of monkey magic? Victory is within reach, but our hero still has to orchestrate his very own ape escape...



ACT III - ESCAPE FROM MONKEY ISLAND

Act III starts with you washed up on Monkey Island beach with Timmy the Monkey. Read the NOTE that's near the map then got to the map. Go and see the campsite. Pick up the COCONUT that's near the hut. Talk to the man by the fire – it's Herman Toothrot, but he's not much help as he's lost his memory.

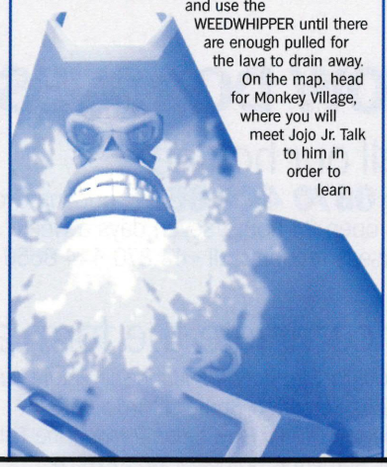
Go to the map and head to the Vista Point. Pick up a rock and throw it into the canal, pick up another rock. The first should have struck a branch, as soon as it does throw the second into the middle of the canal. Pick up another rock and as soon as the second rock hits a branch throw the third into the left side of the canal. Pick up another rock and again as soon as the third rock hits a branch throw the fourth. A boulder should fly through the air and land in lava to create a pool. If it didn't work this time try again – spot-on timing is the key here.

Go back to the map and go to the canyon, leaning against the cactus is a BANANA PICKER. Grab it. Make for the Castle, and a cut-scene of a monkey throwing a bottle into a lava field will play – remember which island it was. At the castle use the BANANA PICKER to get SHIELDS. On the bridge you will meet Father Allegro Rasputin who is a ghost. Chat about the lava flowing through the church and you can take the lava plunge.

Go to the right of the top middle island, and use the BANANA PICKER to get the MILK BOTTLE. If you miss it the first time try again. Now make your way to the pool of lava that was created with the boulder. Walk to the single palm tree, push it and it will make a bridge, go over it and to the Monkey Island map.

Return to the beach that you were washed up on and get a BUNCH OF BANANAS by using the BANANA PICKER. Offer Timmy a banana and he'll follow you to the Canyon. Enter the mine and the metal door of the vent will open. Use the BUNCH OF BANANAS, this will make Timmy go into the vent and activate a switch, now close the vent with Timmy still inside.

Go into the tube and have a look around, when you see 'Look At Weedwhipper', use the BANANA PICKER get the WEEDWHIPPER, then go back to the map. Go back to the tree that you pushed over and to the patch of weeds nearby and use the WEEDWHIPPER until there are enough pulled for the lava to drain away. On the map, head for Monkey Village, where you will meet Jojo Jr. Talk to him in order to learn about Monkey Kombat and the 'Monkey See Monkey Do' method. Walk to the left and use the SHIELDS, and the monkey will get excited and pinch them. In his excitement he'll drop the ACCORDIAN for you to pick up.



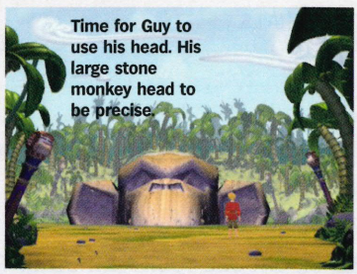
Go back to the map and find the Walking Monkey in order to learn Monkey Kombat. The four buttons for the sounds are:

△ – Ack
○ – Oop
✕ – Eek
□ – Chee

Fight the Monkeys now, you'll encounter a timid monkey first, then some smelly ones, then the huge strapping monkey. The last one you'll fight is the brawny monkey. Once he's defeated Guy is ready to take on Jojo Jr. You must copy your opponent's move three times in order to draw the match, this will lead you to a clue as to what will happen at the end of the game...

Although you're eager to fight Jojo Jr, you must first help Herman to retrieve his memory. To do this go back to the campsite and throw the COCONUT at him, this knock will make him remember a few things, but to fully restore his mind to its former self, throw the MILK BOTTLE . Herman will now recognise you, and if you hit him with the ACCORDIAN he'll remember everything. Now he's got his marbles, talk to him and you'll receive the MÊLÉE ISLAND GUBERNATORIAL SEAL.

Now you know about Herman's past, you must defeat Jojo Jr. It make take a few goes but persevere and you'll get there. Once beaten you'll get the BRONZE HAT as your prize. Finally head to the giant Monkey Head on the east of Monkey Island and use the BRONZE HAT. Now use the BANANA PICKER on the Money Nose. Enter the mouth and you'll be standing in a type of control room, have a look around and you will see a slot that you can use with the MÊLÉE ISLAND GUBERNATORIAL SEAL – you can now leave Monkey Island.



ACT III+

Guybrush Kicks Unusually Large Butt

You are now near the end of the game and this final act will see you inside the Giant Monkey near three antennae. Go over to the smaller of the three and grab the BIG PLANK and use it with the small tower. Climb up it and jump onto the BIG PLANK. Jump a few more times to get to the top of the large tower. If you pull the big switch you will then be in Monkey Kombat with the giant LeChuck Statue.

If you copied the moves three times when you were fighting earlier in order to get three draw scores, you will see the monkey hit its head. You'll see Ozzie Mandrill on LeChuck Statue's head, fight him and get another three draws, you will see a cut-scene and win the game...

EXTREME-G 3

A selection of easy-to-activate cheats designed to get you through this sharp futuristic racer in record time.

Unlimited Turbos
Go to the main title screen and press R1 + L1, R2 + L2, R1 + L1, R2 + L2. If the code has been entered correctly, a message of confirmation will flash up on-screen.

Infinite Ammo
Pause the game at any point and press L2, R2, L1, R1, L2 + L2, R1 + L1. Now unpause to get infinite ammo.

Infinite shields
Pause the game at any time and press R1 + L1, R2 + L2, L1 + L2, R1 + R2. Now unpause to be instantly shielded.

Unlock every track
Go to the main menu and press L1, L1, L2, L2, R2, R2, R1, R1 then R1 + L1 + L2 + R2.

DAVE MIRRA FREESTYLE BMX 2

Sparing you countless nasty grazes and fractured limbs on the virtual halfpipe, here's a selection of wheelie good codes to help you unlock those juicy secrets with ease.

Unlock all bikes
At the main menu, press ↑, ←, ↓, →, ↓, ↓, →, ↓, ↓, ←, □. If the code has been entered correctly than all of the secret bikes will be available to ride.

Unlock Amish Boy
At the main menu, press ↑, ←, ↓, →, →, ←, ←, ↓, ↑, ←, □. Amish Boy will now be available as a playable character in Free Play and ProQuest modes.

Outfits and FMV
Enter the following codes on the main menu to unlock various character FMVs and additional rider outfits.

Colin Mackay's competition outfit	↑, ↓, →, ↓, ↑, →, →, ↑, □
Colin Mackay's FMV	←, ←, →, →, ↓, ↓, →, ↑, □
Dave Mirra's competition outfit	↑, ↓, ↑, ↓, →, ←, ↑, ↑, □
Dave Mirra's FMV	→, →, ↑, →, ←, ↑, ↑, □
Joey Garcia's competition outfit	↑, ↓, ↑, ←, ↓, →, ↓, →, □
Joey Garcia's FMV	←, ←, ↑, ↑, ↓, →, ↓, □
Kenan Harkin's competition outfit	↑, ↓, ←, ↓, ←, ↑, ↓, ↑, □
Kenan Harkin's FMV	←, ←, ←, ←, →, →, ↓, ↓, □
Leigh Ramsdell's competition outfit	↑, ↓, ↓, ←, ↓, ↓, ↓, ←, □
Leigh Ramsdell's FMV	←, ←, ↓, ↓, ←, →, ↓, ←, □
Luc-E's competition outfit	↑, ↓, ←, ↓, ←, →, ←, ←, □
Luc-E's FMV	←, ←, →, →, ↓, ↓, →, ↑, □

RUMBLE RACING

The following codes can be entered by highlighting the Load/Save option on the main Options screen and toggling it left or right to change it to Passwords. Now simply enter them as passwords.

Unlock Buckshot	UBTCKSTOH
Unlock Cobalt	TLACOBTLA
Unlock Gamecus	BSUIGASUM
Unlock High Roller	HGIROLREL
Unlock Interceptor	CDAAPTNIA
Unlock Redneck Rocket	KCEROCTEK
Unlock Revolution	PTOATRTO1
Unlock Road Trip	ABOGOBOGA
Unlock Sporticus	OPSRTISUC
Unlock Stinger	AMHBRAAMH
Unlock Thor	THTORHROT
Unlock Van Itty	VTYANIYTT
Unlock Vortex	1AREXT1AR
Unlock XXS Tomcat	NALDSHHSD
Unlock Minimus track	ZEAGTLUKE
Unlock Pro Cup 2	P1PROC1PU
Unlock Pro Cup 3	Q2PROC2YT
Unlock Elite Cup	AEPPROPUC
Unlock Elite Cup 2	ILETEC1MB
Unlock Elite Cup 3	ILCTEC2VB
Unlock Elite Cup 4	ILQTEC3PU
Unlock EA Elite Cup 3	LEAITEPUC
Grand Champion Video	YEAMPLOWW

LE MANS 24 HOURS

What's the matter? Can't stay awake long enough to unlock some of the tasty little extras? Well sleep easy because we've got all the essential codes that cuts out all that unnecessary racing! The following codes must be entered as names in Championship mode.

Unlock all tracks	SPEEDY
Unlock all cars	ACO
Unlock all championships	NUMBAT
View Credits	HEINEY

CITY CRISIS

Despite some good ideas, this air-based game proved to be somewhat of a disappointment. Maybe these hidden extras will make it more enjoyable...

When you complete all of the rescue missions, the Bat and Pork helicopters will be unlocked in all game modes. Also, when you complete all of the chase missions, you'll unlock Time Attack mode. Now select the Mission Mode to access the 'Final Rescue' mission. Trust us, it's a bit tricky, mind.

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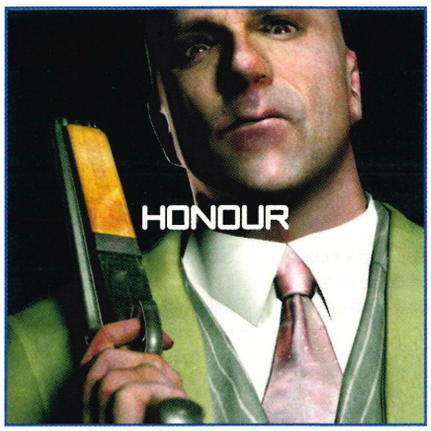

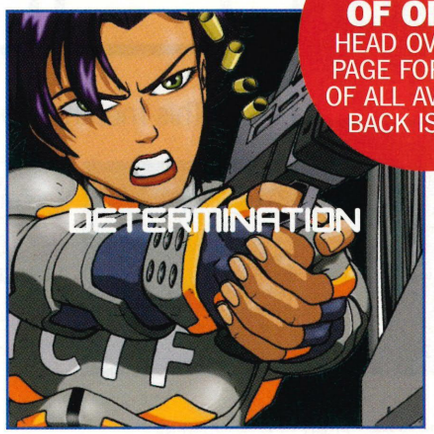

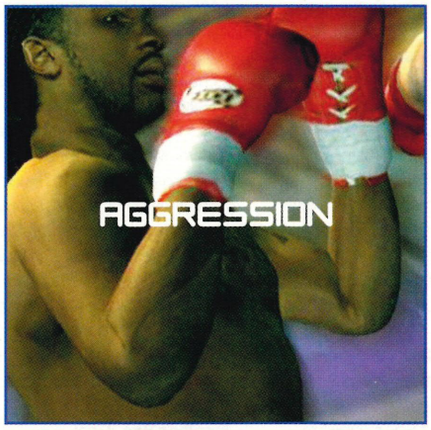

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postal

This month: Subtitles for deaf gamers, duff voice acting and the problem with *MGS2*...

Got something you want to get off your head? Then tell us and win a prize! The winner of the StarLetter each issue gets a voucher for £50 to spend at V Shop. All other full letters printed receive a £5 voucher for V Shop. Send your letters to the Editor, Mike Goldsmith, c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email us at PS2@futurenet.co.uk (marking your messages 'Postal') or text us your PS2 rants, raves, brainaches and faves on 07764 175886 for our shiny new Postal Bytes section. Please note: this phone number is for Postal Bytes only! TXT US!

STAR LETTER **£50 VOUCHER** V SHOP

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STAR LETTER: HARD OF READING

I am a deaf hardcore gamer, have been playing great games since 1983, and have a vast collection of classic videogames. I was born deaf with speech impairment. There are about four and a half million people who are deaf or hard of hearing in the UK. I am getting very concerned about the new generation of console games because there is a growing trend of using speech instead of text to follow the game plot. I can, however, understand and accept the growing popularity of using speech for a game's plot to allow more realism. I'm also aware of cheaper, more powerful audio technology.

You recently reported that there will be an exciting breed of games that will use voice recognition technology and that games gurus like Shinji Mikami and Hideo Kojima are both interested in the technology for future games. It may be that developers don't understand the great problems this could pose people with hearing difficulties. I also saw the article about SCEE's Team SoHo on their game, *The Getaway* and its game storyboarding with the characters speaking. I wondered, what about deaf gamers? We would be excluded from these game elements if this game were introduced without text.

Four years ago, a group of games developers were interviewed by *See Hear*, a BBC programme for our UK deaf community. They had never considered using subtitles to cater for deaf gamers. *See Hear* decided to raise this issue with the developers because a lot of deaf and hard of hearing gamers complained about the lack of subtitles and were concerned about the growing trend of using speech instead.

Have you highlighted the problems faced by PS2 gamers and suggested game developers should include a subtitles option to cater for deaf and hard of hearing gamers?
Niall Rattansi, via email

Developers are currently using the PS2's power to allow games to mimic Hollywood films – bigger budgets, better effects, involving plots, deeper characters and, yes, better speech acting. What they should be aware of is that these new filmic games are being played through a TV in the home and should thus take on a few aspects of DVDs, too – namely the subtitles you suggest, Niall. Subtitles have allowed film goers to enjoy foreign films like Crouching Tiger *and* Run Lola Run *on DVD without the 'joys' of dubbing. Subtitled games would obviously do the same for the deaf or hard of hearing, and we'll certainly bring that up whenever we talk to developers in the future. Just as with films, games will rely on speech to drive content. To do that exclusively (and thus to the detriment of the deaf or hard of hearing) however is wrong and plain daft. See www.deafgamers.com for more.*

ACTING UP

Voiceovers, you love 'em or you hate 'em. For starters there are those awful voiceovers that have appeared in games like *Ape Escape*, *Spyro* and *Space Channel 5* (Yup, I read that article on that guy hating PAL conversions in issue #010). But these are the voices we've grown to love, like Rino Romano as Spider-Man, David Hayter as Solid Snake and not to mention the superb Clancy Brown as Dr Neo Cortex.

Voiceovers are usually what keeps us 'in' the plot or makes us want to skip them. Take *Ape Escape* for example (and please get any info you can on *Ape Escape 2001*!) The voice of Spectre is brill and the Prof can make me laugh a bit, yet Spike sounds like Dennis The Menace from that crap cartoon, while Buzz sounds like Noddy who we're having enough trouble identifying as a boy. And the less said about Katie the better! Then there's a particularly lame Spyro (who strangely enough sounds like Hercules from the animated series) and not forgetting *Time Crisis*. By the way, in *TC2* it's Keith and Robert not Robin! *[Not on PS2, sir! – Ed]*

I really hope that developers and publishers get better voices for UK releases of Japanese games. And don't get me started on *Bomberman*.
Ben Smallman, Sleaford

Add this to the points raised in our Star Letter above, and it looks like developers will have their work cut out keeping gamers happy now that our expectations of the PlayStation 2's output are as 'next generational' as the games themselves. Over to you, Mr Developer...

QUALITY CONTROL?

At last! I've owned a PSone for many years and have now invested in a PS2. I have been a regular reader of your PSone mag and have therefore switched to yours. The only game I've bought so far is *F1 2001* (no, I won't go on) and my nine-year-old son is crazy about his *SSX* demo. Hopefully I will invest in that too, just as soon as I've coughed up £30 for a Memory Card. Are they sure they've got the price right? Anyway, my main point is this. When PS2 was a few months away from being launched every magazine was making it clear that this amazing technology would do away with mediocre games that continuously invade the PSone shelves. After all, no-one wants to pay £40 for a poor title that could only muster 1/10 in your reliable reviews.

With the PS2 in my possession I purchased your mag and was stunned to see many games being slated (quite rightly). How can developers get away with this? How are they able to get past detection? Is there no such thing as quality control? Although you have to give these games 2/10 or 3/10 I'm concerned that if someone deliberating over what next-gen console to buy were to read your mag and see how poor a lot of these new games are then would it not put them off purchasing the machine? With more machines due onto the market (we know who they are) then these poor examples can only damage PS2's and in turn SCEE's image.
Terry Daniels, Chatham

See what you mean, but one man's quail's egg is another man's dog's egg. See, some people actually like the games that you think are a total crock. They prefer Army Men *to* Onimusha. *Yes, really. So while SCEE are right to instigate a benchmark of technical quality which prevents bugged software hitting the shelves, there's no way anyone should be telling us what games we can and can't buy. Imagine if the makers of DVD or CD players did this with films or albums. "Sorry, sir. You can't have that Sex Pistols album as it didn't pass quality control. Noisy bleeders anyway..." Allowing people to make up their own minds is what made the PSone (and its wealth of games) so great. To instigate 'quality control' would leave us in the same situation as the N64. Anyone for* GoldenEye? *Again.*

SLIPPED DISCS

If I was a developer/publisher, and my game was near completion, I think I would find myself in about four different situations.
1. I have a godawful game and am going to rush it to the shelves before it is reviewed, in an attempt to get some sales from the slightly dizzy percentage of PS2 owners.
2. My game is fairly average, perhaps slightly below, but it has a good chance of making a profit.
3. I have a good game that will sell well.
4. I have a game surrounded by so much hype, I can use it to sell other games (Konami with *ZOE* anyone?).

If I was in position 4, I wouldn't need a playable demo on a mag, I could put it to the people using a more 'profitable' method. If I was in situation 2 or 3 I would do everything in my power to get a playable demo out to people. Yet it amazes me that per month, there are perhaps only two or three on the cover. Surely there is a simple reason why this happens that I have yet to discover?
Jonathan Rae, Wirral

Some words of explanation. The last year has seen a general lack of playable demos, despite the facts that you've so rightly raised. The reason? Because publishers were desperate to get their games to the shelves. When a developer is running late and it looks like a game could slip, the first thing publishers do is cancel anything superfluous that could delay a game's release – and despite the fact that they help promote and sell games, that has meant the playable demo (indeed, this is the exact situation that Official PlayStation Magazine *faced five years ago). A year on and not only are we getting better games (and more of 'em), developers are now more PS2 savvy – they're hitting deadlines and the demos are coming. Look at last issue's line-up. Now look at this issue's line-up. Now look at me when I say the best is yet to come.*

METAL DEFECTOR

I have just seen the demo for *Metal Gear Solid 2* provided with the September issue of *OPS2* magazine and have come to the conclusion that it has become a victim of it's own success. The original PlayStation version of the game obviously wasn't hyped to the extremes that *MGS2* is suffering – back then, *Metal Gear Solid* was a whole new concept with detailed, original and compelling gameplay. The problem with what I'm seeing now with the playable snippets and demos is that the whole *Metal*

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Gear concept has now become a cliché along with the whole idea of one man saving us from the evil of madmen trying to take over (it smacks of those dated Bruce Willis movies). With such forgettable quotes on the demo as, "I'm not a tool of the government", "Even the Grim Reaper has given up on me" and the cringing "I won't die, I have too many things to do" just makes me feel that there is nothing else out there for us to look forward to other than listening to and waiting for this kind of re-used retro bile to be released.

Don't get me wrong, Konami and Mr Kojima have clearly worked hard on creating something that will outshine the original *MGS* and it's still a jewel in the PS2's crown, but I don't think that I, or for that matter we, are ready to endure too much of this. Controversial? Maybe. Correct? Probably.
Anonymous, via email

Methinks you underestimate Kojima-san's interest in cloning technology and genome research and what this means for how Snake's final fate (see OPS2 *interviews passim) but you have a point. No-one's ever pretended that* Metal Gear's *characters, dialogue and set pieces are its strongest points (it's* Rambo *played by James Bond set on* The Rock, *and has been ever since its inception back in '87) and to change it now would be foolish. The thing is* Metal Gear *reads and sounds like the dumb Western action movies that Kojima so obviously loves (indeed to the point of pastiche). The real thing is that is plays like an absolute dream.*

SQUARE EYES

I went to see the *Final Fantasy* movie a few days ago, and I was utterly disappointed. The story line was very thin and only seemed like it was there so they could call it a movie instead of a display of graphic animation skill. The graphics were very good I have to admit.

Also some of the the voice actors were slightly dull and a bit, well, plain ordinary. I own *FFVII, VIII* and *IX* and I think all of them are great. I don't see how Squaresoft could let this movie go to pot when everything else they've done is so enjoyable!
Jack Morris, Lewes

Well, everything apart from Driving Emotion Type-S *and* Chocobo Racing, *but you're on the money. The film looked amazing but five quid for some nice hair and a plot that read like* Captain Planet *meets* The Abyss. *What did it need? Chocobos. Tons and tons of chocobos.*

EVOLUTION OF THE SPECIES

I have to admit when the PS2 first came out some of the games weren't particularly amazing. But now that the host of new games are finally beginning to hit the shores I can safely say buying a PS2 is worth it. There are great packages and special deals you can get with your PS2 and the *GT3* PS2 pack is well worth the money.

The first wave of games released with the console were almost testers for the real thing, many such as *Tekken Tag* were simply remakes similar to previous games with a few neat graphical touches here and there to make it look more next-gen. The first games showed what the PS2 could do for older games and now it's showing how powerful it actually is. Just look at the way a game like *Silent Hill 2* is able to portray horror. And the one I'm waiting for, *Pro Evolution Soccer* with intelligent players who play like a professional would, make the right runs and read the other players' minds. Now with the threat from Xbox and Gamecube, PS2 is shifting up a gear and speeding away from its closest rivals. Has there ever been a better time to buy a PS2?
Patrick Blackman, Middlesex

As with the PSone, it's the games that matter – not the specs, not the promises, not the image, not the lens flare and not the marketing budgets. The next six months will not only see the titles you mention, but the likes of Max Payne, Rez, Devil May Cry, Virtua Fighter 4, Jak And Daxter *and too many others to list here that will show off the depth and quality of the PS2 games catalogue. Good, ain't it?*

PATCH ADD-ONS

I own a PC and I get annoyed when I see a game I like and then find out that my PC's spec doesn't meet the game's requirements. This really annoys me especially since I can't afford a new graphics card every few months. I was quite impressed to hear about SCEE's upcoming online and hard drive facilities, but I thought could this mean console gaming may some day have the same requirements. The great thing about consoles is they can play the best games without needing an upgrade like a graphics card or more memory. Games that will be purely online (eg *FFXI*) made me wonder more about the PS2 turning towards PC-style gaming.
Christopher Winspear, via email

We've touched on this before and SCEE has given their assurance that this won't be the case. The only patches you'll be downloading will be additions (extra cars, new season stats and the like) while the Hard Disc Drive will only mean fast games will get a little faster. The likes of autoexec.bat et al will be staying in beardy PC land. Thank God...

THEY THINK IT'S ALL OVER

Like many gamers I have been waiting for *Winning Eleven 5* to come out in the UK. It was released in March in Japan but we have had to wait nine months to be able to buy it. Konami would have made a killing if it had released *WE5* to coincide with the new football season. What makes it more frustrating is that Konami has been quick to release most of their other titles on the PS2 two or three months after Japan.
G Connaughton, Rochdale

As this issue's preview shows (see page 32), Winning Eleven 5 *has been completely rejigged for its Euro release as* Pro Evolution Soccer. *Believe us, G, it'll be worth the wait...* ☐

To be eligible for the StarLetter prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

POSTAL BYTES

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When PS2 was 1st released lots of ppl were saying it was rubbish – **now PS2 is by far the best console ever… Sony Rule! From Ben Hiller _** Can u ditch the pictures of half naked girls cuz I don't half get some grief off my wife. Cheers Chris **Oakley _ I was just lookin' at the SSX Tricky feature and I was wondering what the hell is up with that luther bloke? He looks like some kind of tart! _** Why doesn't EA Sports include division 1, 2, 3 teams coz I am a Plymouth Argyle fan? From Steve Crocker in Plymouth _ **Great cover disc this month. Finally feeling good about buying a PS2 keep up the good work. Alan Mason (8801H) _** I want a free copy of Final Fantasy X or I will eat all your magazines _ **What is the point in churning obviously inferior games when we know what this machine is able to do. Rune or Devil May Cry? See? mat reed _** B3n fir3 here, just been reading about Speedball Arena can't wait. Played it on the Amiga, MD & PSone it never dies. Any chance someone remakes Brutal Sports Football? _ **Have Sony got a compensation scheme for loss sleep due to excessive play? Jelli Belli _** Ooh a texting service. Horray for abbreviated words lacking in vowels. Hey does that mean a phone in your office is going off, no – stop? Excellent! Mr Marbles _ **Just got a phone today. Ur the 1st people iv evr txt sce msg + iss 12 roks! Been plyn + redin all nite. Keep up the gd wrk. A big fan Tom frm Worc _** Must go play red faction don't care about sleep. From Ed M

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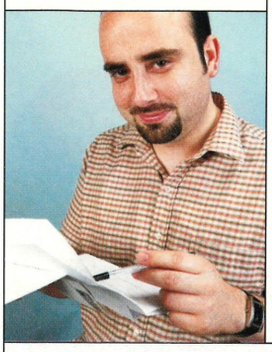


postal: surgery

Every issue, *OPS2*'s Dr Paul Fitzpatrick cauterizes your gaming wounds.

1. Is there any chance of SCEE providing an updated version of Yabasic? I use Yabasic to make games and applications for fun. It's a good program, but it contains flaws like no sound support or debugging. If so, will you put it onto your cover DVD?
Dave Kubes, via email

1. *The virtue of Yabasic (that is it's simple accessibility) is also its disadvantage. The language itself is not a Sony creation so in the event of an enhanced version it may become available on PS2 but it won't be coming from SCEE. For the very latest information check out Yabasic's home at www.yabasic.de/yabasic.htm.*

1. Will I need to purchase an official Sony keyboard and mouse when I go online with my PS2 or can I use any USB keyboard and mouse as with Yabasic?
2. Will I have to connect to the Internet using normal phone lines? If so, will I be able to use Freeserve as with my PC or only the PS2's official Internet provider?
3. If I am going to play online games will I need to purchase a copy of the games I intend to play?
Buzz, Scotland

1. *Given that any USB keyboard and mouse already works with the PlayStation 2 (try using a two-button USB mouse with* Silent Scope *or* Age Of Empires II*), I wouldn't worry.*
2. *Again, Sony has yet to announce the details of the PS2 Internet Service Provider in the UK. We'll let you know as soon as it's announced. As for actual access, people who currently use a cable operator or have cable running by their homes will have the option to acces the Net via broadband. Those who don't will be able to connect to the Net via the regular phone line. Take a trip back to page 46 for the latest online news.*
3. *The answer is yes and no. There will be purely online games like* Final Fantasy XI *that will be accessible to those gamers paying a subscription. However the majority of PS2 games will still come self contained on DVD, but with optional online play elements.*

1. My PS2 has gone mad. I turned it on and the disc tray flew open! Then I noticed that the screen had gone black and white and that I had to choose the language, set the time, etc! I have no idea what to do.
Kevin Pocock, via email

1. *Short of any obvious causes for this erratic behaviour (power surge, chipped PS2 etc) and assuming the problem has not righted itself by the time you read this you should contact SCEE's Careline on 0990 998 877 and seek its advice about getting a replacement. Since this number is the touchpoint for all UK PS2 enquiries, it can get busy. For this reason, should you be told you'll be called back, ask for a name, a reference number and, if possible, a direct extension number to ensure that you have a point of contact.*

1. My PS2 (SCPH-30003) with the integrated DVD Driver (v1.20E) has many lip-sync problems with DVDs, especially MGM titles and *Bad Boys: Collectors Edition* (labelled PS2 compatible on the box!). When is the new updated driver going be available?
2. PS2s can't output an RGB signal via the RGB scart lead, forcing owners to keep switching cables with games and DVD movies. This is very annoying, but the third-party company Datel has fixed this problem with their DVD Region X Mod. So, why can't Sony fix this?
3. The official PS2 DVD Remote Control is available in Japan. Importers are selling this Japanese version for £40 claiming that half the buttons work on UK PS2s. Will there be a UK version or should I bite the bullet and go for this imperfect but available solution?
4. I can't wait for *MGS2*, but what's *MGSX* on Xbox?
5. I have the PSone version of *MGS: Special Missions*, but it's not compatible with PS2. Any way to get it working?
6. The PS2 has DVD playback, so its internal MPEG2 decoder should have no problem decoding MPEG1 movies, such as VideoCDs. Any chance a updated driver will play VideoCDs then?
Tahir Mumtaz, Leeds

1. *Here's what SCEE have to say on the subject of the enhanced DVD driver for PS2. "The official DVD Remote Control is available now for £19.99. Unlike third-party remote controls, the official Sony product has enhanced DVD functions like stand alone players. The updated drivers relate to these enhanced functions, so there's no point in having the drivers unless you've got the official Remote Control."*
2. *Sony could, but in order to prevent people making DVD sharp VHS copies of movies via SCART it built the green screen effect into the hardware.*
3. *There really is no need as by the time you read this, the official PS2 DVD Remote Control will be on sale in the UK.*
4. *This is merely a rumour that has been refuted by Konami.*
5. *We've heard from a number of readers on the same subject and all with the same problem. It would seem that* MGS: Special Missions *is one of the handful of PSone discs that simply won't run on PS2. Give Konami a call on 0208 582 5573.*
6. *It's very unlikely that an updated DVD driver would allow the playback of Video CDs for the simple reason that it's the format bootlegged films and games come and on. By not making VideoCD playback a feature of PS2, Sony is watching its own back, in a financial manner of speaking.*

1. I see a *Dune* game is being released. Is it based on the books or the film?
2. Do you know how the Datel Region X works? I am keen to play my US DVDs on my PS2 but not if it is going to upgrade my software permanently. Chipping is out of the question as games companies have a habit of stopping their games from working on chipped machines.
3 I have played *Gran Turismo 3* but do not know whether to get the force feedback steering wheel. Bearing in mind it costs about the same as two games, is it really *that* good? Is it likely to work with any other driving games in the future?
4. I have noticed that my official Sony PS2 Memory Card appears to have an IR port along its front edge. Do you know if this is in fact an infrared (IR) port and what it may be used for in the future?
Stuart Jollands, Sutton

1. *It is based on Frank Herbert's novel* Dune *which was the inspiration for David Lynch's 1984 film.*
2. *Datel's Region X doesn't require you to alter the PS2 hardware in any way. the software only works if the system's 'key' is in your PS2's Memory Card slot. That's as invasive as it gets.*
3. *The wheel really does add a lot to the experience of playing* GT3 *and, yes, it will be compatible with driving games in the future. If you're in any doubt, why not see if you can get a test drive on one in your nearest store?*
4. *Eagle eyes, but no, it's not an IR port.*

1. Can you please tell me how to put in the *OPS2* cheats for *Sky Odyssey*. I can't get them to work.
Paul, Shifnal

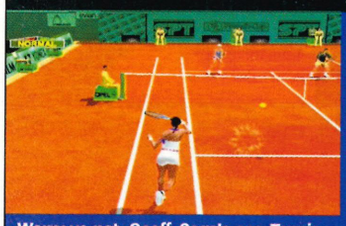
2. I am having trouble getting data saves for *Sky Odyssey* into my Memory Card. The Memory Card is fine. What's happening?
Tony Oakley, via email

1. *Apologies to you and the other readers who were unable to get our codes to work. It seems a US code made it's way past our NTSC net. As soon as we have a version that will work for the UK version, we'll put it in HardCore.*
2. *It is possible that your Card simply doesn't have enough memory left for the* Sky Odyssey *save. Delete any old game saves and try again. If this doesn't work (and you're able to save any other games) you should contact SCEE about the problem on 0990 998 877.*

1. I'm stuck on *Red Faction*. I'm on Section 10 and only have ten minutes to complete the level and get onto the shuttle. Unfortunately, I didn't multi-save at different sections so I can't go back on myself. I realised this too late and now I exit the vehicle and only have 38 seconds to get to the shuttle! Is there a way I can end the level or give myself more time?
Darryl, via email

Q&A EXTRA

Small bursts of query satisfaction delivered in bitesize chunks of wisdom.



Worry ye not, Geoff, Sega's ace *Tennis 2K2* game is on its way.

Geoff Roles wants to know if *V-Rally 3* and *Virtua Tennis 2* will be making an appearance on PS2? Well, Geoff, if you turn to Spy (page 60) now you'll find out all the latest news about Sega's upcoming PS2 sports titles including the now-renamed *Tennis 2K2*. As for *V-Rally 3*, let's just say 'yes' (but not for a while). Meanwhile an anonymous **'PS2 Fan'** is curious to find out if the PC hit *The Sims* will be coming over to PS2. Although developer Runecraft was lined up to make a PS2 version of the popular domestic God sim for EA, the project fell through. The campaign starts here. Over in Sweden, **Johan Åkerlind** asks if the release dates in our mag apply to the whole of Europe. As a general rule our release dates are UK specific, but will often apply to the rest of Europe. Check with your local store about specific titles. Of course, thanks to the wonders of online shopping you can now buy as soon as the game's out in the UK.

1. *There's no section-skip code available as yet but maybe these codes will allow you to sprint through the level relatively painlessly to catch that shuttle.*

All weapons and ammunition

At the main menu, enter: SELECT, ←, ↑, ↓, →, ←, ◎.

Max out health

During the game, press SELECT *and then enter:* ↑, ←, ↓, →, ↑, ↑, ↓, ↓, ◎, ◎.

1. My copy of *Quake III Revolution* keeps freezing, crashing and makes my Dual Shock 2 go into vibration overdrive. I have called SCEE and they said a number of copies had 'bugs' in them, and they gave me a SCEE address to write to for further assistance. SCEE wrote back saying they were unaware of any problem with the game and were unable to assist me further. What should I do?
Chris Lee, via email

1. *Since it's the game and not the hardware that's causing problems, you should speak to the good people at Electronic Arts who published the game. The number is 0870 243 2435.*

1. I'm getting a PS2 for Christmas with *Gran Turismo 3*. Is it possible to transfer the cars I got on the second PSone game to *GT3*, as I could from the first to the second?
2. I have sort of a cheat for *GT3*. When you are in a race series, if you are in first place at any time during a race and you quit, you get no points but the car that does only gets six points instead of ten.
Darren Tee, via email

3. When racing in *GT3*, objects (like trees or spectators) in the distance seem to move or flicker. Why is this?
4. Why is there a lack of non-Japanese cars? There's only one BMW, two Jaguars, three Audi's, four Ford's. The list goes on. So where are Ferrari or Lamborghini?
Ben Brown, Stockport

5. In the July issue of your magazine I was very pleased to see yet another *Gran Turismo 3* demo so I watched it right away and continued to play it because I liked the song that plays throughout. What is it?
Kevin, via email

6. I recently bought *Gran Turismo 3* and was wondering if the game's title song (Feeder's *Just A Day*) was exclusive to the game. I can't seem to find it on any of their albums.
Derek Allan, via email

7. On *GT3* I was trying to improve my times on licences to try and win the free car and I came by a crafty way to help. When you're accelerating hold down L2 and the engine power will keep increasing until you release the button or it reaches its limiter. Do this and you can outstrip your ghost car from previous attempts.
Dave Moore, via email

1. *No. PSone game saves won't work with non PSone games. But trust us, it's a positive pleasure starting from scratch with* Gran Turismo 3.
2. *But Darren, if you're in the lead why quit at all?*
3. *Whenever there are a lot of highly detailed, rapidly changing graphics to draw and redraw (as is the case in* Gran Turismo 3, *for example) there is inevitably a risk of occasional slowdown or flickering as the PS2 processes particularly heavy sections of data.*
4. *For a Japanese-developed game it's understandable that the lion's share of cars come from that country. But in the cases of both Lamborghini and Ferrari, they failed to make the game because both manufacturers have exclusive contracts with other games publishers. Then again there's always* GT3: B-spec. *Turn to page 45 for some (hopefully) exciting news on that front.*
5. *The song is Feeder's* Just A Day.
6. Just A Day *is exclusive-ish to* GT3, *as it also appears as a bonus track on the single* Seven Days In The Sun *from their album Echo Park.*
7. *Thanks for that. Anyone else found a* GT3*-enhancing cheat?*

1. When my PS2 is hooked up to my Sony IDTV model number KV28DX30, a half-inch black band on the right-hand side of the screen appears. Why is this?
Phil Geraghty, via email

1. *Unless you specify that your TV is a widescreen model the PS2 will default to a 'Normal' setting. Changing the setting is easy. Turn the PS2 on without a disc inserted and select 'System Configuration'. Now scroll through the options until you find 'Screen Size'. The 16:9 option will give you true widescreen for game playing.*

Send all your game-related and technical queries to: Surgery, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk, marking it 'Surgery'. Get writing now!

FREE! HARRY POTTER CARDS

THE NEW LEADER OF THE PACK!

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***Pokémon Neo Revelations* reviewed**
In-depth preview of the brand new *Warhammer 40k* card game
Plus **loads, loads more**

AND THAT'S JUST ISSUE ONE.

DeckMaster — it's the only ccg magazine you'll ever need.

Make sure you don't miss out

the shortlist

If it's for PS2, and on sale in the UK then we've played it, argued about it and played it some more. Want the definitive verdicts on the 122 PS2 games available right now? Then welcome to The ShortList.

PlayStation 2 Official Magazine-UK STAR PLAYER

☆ A title marked with our **StarPlayer** award is your guarantee of a title which excels on every level. Looking for a truly great PS2 game? Then get one of these now.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but slack off-roader, which fails to make a lasting impression.
Reviewed **OPS2#06**/**Overall 05**

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure with repetitive gameplay.
Reviewed **OPS2#05**/**Overall 06**

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
A sensibly-designed all-round game of baseball with oodles of hidden playability and depth.
Reviewed **OPS2#07**/**Overall 07**

AQUA AQUA: WETRIX 2.0
(SCi/Zed Two)
Addictive, well-realised update of *Wetrix*.
Reviewed **OPS2#01**/**Overall 07**

ARMORED CORE 2
(Ubi Soft/From Software)
Infinitely-tweakable first-person mech shooter with a bewildering array of bolt-on bionic body parts to tinker with.
Reviewed **OPS2#04**/**Overall 07**

ARMY MEN AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed **OPS2#09**/**Overall 02**

ARMY MEN: GREEN ROGUE
(3DO/3DO)
On-rails shooter which manages to plumb new depths of tedium.
Reviewed **OPS2#08**/**Overall 01**

ARMY MEN: SARGE'S HEROES 2
(3DO/3DO)
Poorly realised shooter.
Reviewed **OPS2#07**/**Overall 03**

ATV OFFROAD
(SCEE/Rainbow Studios)
Quad bike stunt racer with wonky AI and light handling, resulting in a poorly-controlled, uneven ride.
Reviewed **OPS2#10**/**Overall 06**

BLOODY ROAR 3
(Virgin/Hudson Soft)
Beast battler with a lot of fur, but a lack of teeth.
Reviewed **OPS2#09**/**Overall 06**

CART FURY CHAMPIONSHIP RACING
(Midway/Midway)
An arcade racer rammed with crazy physics and ridiculous speed, but lacking longevity.
Reviewed **OPS2#10**/**Overall 06**

CITY CRISIS
(Take 2 Interactive/Syscom)
Innovative helicopter airlift adventure with neat control system, but short on levels.
Reviewed **OPS2#10**/**Overall 06**

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Pure arcade thrills. If you want speed, buy this now.
Reviewed **OPS2#07**/**Overall 08**

DARK CLOUD
(SCEE/Level 5)
The new 'best RPG on PS2'. Enthralling story, atmospheric music and a fantastic world-building element thrown in for good measure.
Reviewed **OPS2#11**/**Overall 07**

DAVE MIRRA FREESTYLE BMX 2
(Acclaim/Z-Axis)
Orthodox but impressive, this BMX sim has an inventive array of tricks.
Reviewed **OPS2#12**/**Overall 07**

DEAD OR ALIVE 2
(SCEE/Tecmo)
Blistering beat-'em-up. Includes a 60Hz option.
Reviewed **OPS2#02**/**Overall 07**

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Poor movie spin-off.
Reviewed **OPS2#03**/**Overall 04**

DONALD DUCK: QUACK ATTACK
(Ubi Soft/ Disney Interactive)
More 'cack' than 'quack'.
Reviewed **OPS2#04**/**Overall 04**

DRAGON'S LAIR
(Digital Leisure/ Cinematronics)
Unplayable retro adventure.
Reviewed **OPS2#03**/**Overall 02**

DRAGON'S LAIR II: TIMEWARP
(Digital Leisure/ Cinematronics)
Painfully dull arcade sequel.
Reviewed **OPS2#03**/**Overall 01**

DRIVING EMOTION TYPE-S
(EA/Square)
Dismal, *dismal* racer. Fails to evoke *any* emotion at all.
Reviewed **OPS2#05**/**Overall 04**

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Epic battler mixing strategy, sword-slashing, horse riding and shooting people.
Reviewed **OPS2#02**/**Overall 07**

EPHEMERAL FANTASIA
(Konami/KCEJ East)
Bemani-flavoured RPG where periodically whipping out a guitar and playing a solo is integral to the plot.
Reviewed **OPS2#10**/**Overall 07**

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
Adventure with smart visuals, witty script and intelligent puzzling.
Reviewed **OPS2#09**/**Overall 08**

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEO)
Graphically impressive athletics sim with dodgy AI.
Reviewed **OPS2#01**/**Overall 06**

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEO)
Gameplay kinks put this below its EA Sports rival.
Reviewed **OPS2#05**/**Overall 06**

ESPN NBA 2NIGHT
(Konami/KCEO)
For basketball heads only.
Reviewed **OPS2#05**/**Overall 06**

ESPN WINTER X-GAMES SNOWBOARDING
(Konami/KCEO)
Lifelike snowboarder, ruined by bland graphics, unresponsive controls and a lack of excitement.
Reviewed **OPS2#01**/**Overall 06**

ETERNAL RING
(Ubi Soft/From Software)
Unoriginal Japanese RPG. As painful as its title.
Reviewed **OPS2#05**/**Overall 03**

EVERGRACE
(Ubi Soft/Crave Entertainment/ From Software)
An ultimately depressing role-playing game, that fails to engage on any meaningful level.
Reviewed **OPS2#06**/**Overall 02**

EXTERMINATION
(SCEE/Deep Space)
Alien-inspired survival horror-fest set in a deserted Antarctic research base. Positively crawling with design innovations.
Reviewed **OPS2#08**/**Overall 07**

EXTREME-G 3
(Acclaim/Acclaim)
A great future racer that will do more than just stop the gap between now and Studio Liverpool's long-awaited *WipEout Fusion*.
Reviewed **OPS2#11**/**Overall 08**

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA/ Visual Sciences)
Hardcore F1 fans will find this a little too easy.
Reviewed **OPS2#03**/**Overall 06**

F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but a lot less fun than its (many) competitors.
Reviewed **OPS2#06**/**Overall 05**

FANTAVISION
(SCEE/SCEI)
The world's first fireworks game. Not enormous, but of rare and random beauty.
Reviewed **OPS2#01**/**Overall 07**

FIFA 2001
(EA Sports/ EA Sports Canada)
Great graphics, but second division gameplay.
Reviewed **OPS2#02**/**Overall 06**

FORMULA ONE 2001
(SCEE/Studio Liverpool)
Tons of depth, but it'll feel just too 'simmy' for some. Still, the best F1 game on the PS2 to date though.
Reviewed **OPS2#07**/**Overall 08**

FREAK OUT
(Swing!/Treasure)
Unique cartoon action-adventure with a kooky Japanese twist.
Reviewed **OPS2#12**/**Overall 07**

FUR FIGHTERS
(Acclaim/ Bizarre Creations)
Cute fluffy creatures armed to the teeth with shotguns, blast each other to pieces.
Reviewed **OPS2#08**/**Overall 08**

GAUNTLET: DARK LEGACY
(Midway/Midway East Games)
Dated gameplay negates any innovative additions.
Reviewed **OPS2#08**/**Overall 05**

GIFT
(Cryo Interactive/ Ekosystem)
Original take on the old 3D platformer, but lets its riotous imagination get in the way of gameplay.
Reviewed **OPS2#10**/**Overall 06**

GRADIUS III & IV
(Konami/KCET)
Dull 2D arcade shooter.
Reviewed **OPS2#01**/**Overall 02**

☆ **GRAN TURISMO 3: A-SPEC**
(SCEE/Polyphony Digital)
If you didn't know already, *GT3* is the greatest driving game in the world. Rally cars, sports cars, they're all there – buy it now and never look back.
Reviewed **OPS2#09**/**Overall 09**

reader's choice

WHY EVERYONE SHOULD OWN... **ZONE OF THE ENDERS**

Nominated by *OPS2* reader **DAVID MARTIN**, Ely
"Mind-blowing visuals and fast-paced battles."

"*ZOE* (*Zone Of The Enders*) is a pure action fest, but driven by a story that makes you want to finish it. The mind-blowing visuals and fast-paced battles look great. The only drawback is that the game is over too quickly, but it won't be too long before you pick it up again for another play. So if you only buy because of it because of the *Metal Gear Solid 2* demo it comes with, don't forget you are holding *two* classic games from Hideo Kojima. A masterpiece."

What's the PS2 game you think everyone should own? Write to Reader's Choice at the usual address or email your suggestion to PS2@futurenet.co.uk. Enclose name, address, age and photo to win a game of your choice.

six of the best

ADVENTURE GAMES

1. RESIDENT EVIL CODE: VERONICA X

If it's shock-a-minute thrills that you crave, you won't go far wrong with this dark, twisted zombie adventure. Just don't blame us if it gives you nightmares for weeks.

*Resident Evil Code: Veronica X *is out now.*

2.EXTERMINATION

Feeding on the paranoia of isolation that lies in us all, this *Thing*-inspired shocker will have your heart in your mouth within the first five minutes of playing.

*Extermination *is out now from SCEE.*

3. PROJECT EDEN

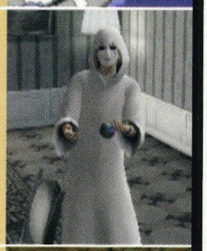
Puts you in control of four futuristic police officers on a mission to explore the depths of humanity, lurking at the bottom of a city going rotten from the bottom up.

*Project Eden *is out now from Eidos.*

4. ONI

A cunning blend of martial arts and gunplay bolstered by a truly engaging plot makes *Oni* a thoroughly rewarding sci-fi adventure with a distinctly manga feel to it.

*Oni *is out now from Take 2 Interactive.*



5. SHADOW OF MEMORIES

Set in a German town in different time zones, this atmostpheric and cinematic adventure will keep you hooked until the final twist its tale. A rewarding and engaging experience.

*Shadow Of Memories *is out now from Konami.*

6. DARK CLOUD

Adventure-cum-RPG-cum-God sim, *Dark Cloud* is a hard title to classify. Explore expansive dungeons looking for pieces of your village, displaced by an evil demon.

*Dark Cloud *is out now from SCEE.*

GUN GRIFFON BLAZE
(Swing!/GameArts)
Another mech shooter for robot obsessives everywhere.
Reviewed **OPS2#03**/**Overall 07**

H30 SURFING
(Take 2/ASCII)
Inadequate surf sim with an infuriating camera angle.
Reviewed **OPS2#02**/**Overall 04**

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC-style adventure
Reviewed **OPS2#08**/**Overall 03**

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
It may be classed as a 'classic', but you should avoid this like the plague.
Reviewed **OPS2#03**/**Overall 00**

INTERNATIONAL LEAGUE SOCCER
(Eon Digital Entertainment/Taito)
Astoundingly rotten. Easily one of the worst footy sims ever to grace the PlayStation 2.
Reviewed **OPS2#10**/**Overall 02**

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEO)
Genuine squads and more instant terrace gratification.
Reviewed **OPS2#01**/**Overall 08**

KENGO: MASTER OF BUSHIDO
(Ubi Soft/LightWeight)
A padded-out Training mode makes up for this smart ninja fighter's rather limited nature.
Reviewed **OPS2#07**/**Overall 06**

KESSEN
(Electronic Arts/KOEI)
RTS on an epic scale with up to 100 warriors on-screen at once. Might not be called 'fun', but certainly a work of gaming art.
Reviewed **OPS2#04**/**Overall 07**

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
Competent boxing sim. Not really good enough to earn its royal status though.
Reviewed **OPS2#05**/**Overall 06**

KURI KURI MIX
(Empire/From Software)
A bizarre blend of two-player co-operation and cutesy platformer. *Kuri Kuri Mix* is a worthwhile addition to any collection.
Reviewed **OPS2#07**/**Overall 07**

LE MANS 24 HOURS
(Infogrames/ Melbourne House)
More accessible for the gamer daunted by simulation-style vehicle handling, but has depth and thrills in abundance.
Reviewed **OPS2#09**/**Overall 08**

MADDEN NFL 2001
(EA Sports/EA Sports)
PS2's most rewarding and complete NFL game. Could potentially convert non-believers to the sport.
Reviewed **OPS2#01**/**Overall 08**

MDK2 ARMAGEDDON
(Interplay/BioWare)
A unique, challenging adventure bursting with ideas and an inspired three-character format.
Reviewed **OPS2#07**/**Overall 08**

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Speedy urban racing, boasting huge and action-packed NYC and London environments. Sadly, the game ain't much cop.
Reviewed **OPS2#01**/**Overall 04**

MODERNGROOVE: MINISTRY OF SOUND
(Ubi Soft/Moderngroove)
Entertaining lightshow generator, containing five full dance albums.
Reviewed **OPS2#11**/**Overall 06**

MOTO GP
(SCEE/Namco)
Gran Turismo on two wheels. A fantastic motorbike sim that rewards repeated plays.
Reviewed **OPS2#03**/**Overall 07**

☆MTV MUSIC GENERATOR 2
(Codemasters/Jester)
Home DJ sample/mixer music maker. Enormous fun and nigh on faultless. One of the most exciting and well put together PS2 releases yet.
Reviewed **OPS2#08**/**Overall 09**

MX 2002 FEAT RICKY CARMICHAEL
(THQ/Pacific Coast Power)
Polished and engaging MX sim that utilises its subject matter to great effect.
Reviewed: **OPS2#12**/**Overall 07**

NBA HOOPZ
(Midway/Eurocom)
Ace arcade-styled basketball sim but not as good as *NBA Street*.
Reviewed: **OPS2#06**/**Overall 06**

NBA LIVE 2001
(EA Sports/EA Sports)
Solid and playable EA franchise. But where's the b-ball excitement?
Reviewed: **OPS2#05**/**Overall 06**

NBA STREET
(EA Sports Big/EA Sports)
Great looks, great to play, but not quite next-gen.
Reviewed **OPS2#10**/**Overall 06**

NHL 2001
(EA Sports/ EA Sports Canada)
EA Sports' perennial ice hockey licence hits the mark beautifully.
Reviewed **OPS2#02**/**Overall 08**

ONI
(Rockstar/ Bungie Software)
Pioneers new character animation in an enjoyable third-person sci-fi romp.
Reviewed **OPS2#05**/**Overall 07**

ONIMUSHA: WARLORDS
(Capcom/Capcom)
Impressive survival horror that lets the PS2 run riot.
Reviewed **OPS2#09**/**Overall 08**

OPERATION WINBACK
(Midas Interactive/KOEI)
Lacks variety, but still an enjoyable stealth shooter.
Reviewed **OPS2#07**/**Overall 06**

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Reviewed **OPS2#01**/**Overall 04**

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Reviewed **OPS2#02**/**Overall 05**

PROJECT EDEN
(Eidos/Core Design)
Look beyond some not great visuals and you'll lose weeks to this complex and satisfying adventure.
Reviewed **OPS2#12**/**Overall 08**

☆QUAKE III
(EA/id & Bullfrog)
In four-player mode, this first-person shooter is the best multiplayer yet. Runs like greased lightning and looks absolutely gorgeous.
Reviewed **OPS2#06**/**Overall 09**

RAYMAN REVOLUTION
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer worthy of PS2.
Reviewed **OPS2#02**/**Overall 08**

RC REVENGE PRO
(Acclaim/ Acclaim Cheltenham)
Last-gen graphics and lack of discernable speed adds up to a completely avoidable kart racer.
Reviewed **OPS2#02**/**Overall 03**

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
Marvellous arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.
Reviewed **OPS2#01**/**Overall 07**

RED FACTION
(THQ/Volition)
First-person shooter melding *MGS*-style tactics and the all-out blasting of *Quake III*. Marred only by a little lazy design.
Reviewed **OPS2#08**/**Overall 08**

☆RESIDENT EVIL CODE: VERONICA X
(Capcom Eurosoft/Capcom)
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and blood-spillage. Give in to its depraved clutches.
Reviewed **OPS2#10**/**Overall 09**

RIDGE RACER V
(SCEE/Namco)
Initial high hopes scuppered by jagged edges, limited size and a general lack of originality.
Reviewed **OPS2#01**/**Overall 07**

RING OF RED
(Konami/KCE)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.
Reviewed **OPS2#07**/**Overall 08**

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant in a somewhat minority genre in the UK.
Reviewed **OPS2#06**/**Overall 04**

RUGBY
(EA Sports/ Creative Assembly)
More akin to *Madden* than *FIFA* in approach, a highly enjoyable and refined take on the sport.
Reviewed **OPS2#08**/**Overall 07**

RUMBLE RACING
(EA/EA)
Fast and furious arcade stunt racer with oodles of challenge and replay value in Two-player mode.
Reviewed **OPS2#08**/**Overall 08**

RUNE: VIKING WARLORD
(Take 2/Human Head)
Filmic adventure which keeps the surprises coming with a serpentine plot.
Reviewed **OPS2#11**/**Overall 04**

SHADOW OF MEMORIES
(Konami/KCET)
Slick but simple shooting gallery-style game where you play a police sniper.
Reviewed **OPS2#01**/**Overall 08**

SILENT SCOPE
(Konami/KCEO)
Tedious top-down shooter.
Reviewed **OPS2#03**/**Overall 03**

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Anco)
Tactically adept footie management sim but lacks charm.
Reviewed **OPS2#12**/**Overall 06**

SKY ODYSSEY
(SCEE/Cross for SCEI)
A flight sim where you don't have to shoot anything, just complete crazy missions.
Reviewed **OPS2#06**/**Overall 08**

SKY SURFER
(Virgin Interactive/ Idea Factory)
Who ever thought that jumping out of a plane attached to a board would make a good game should be duly shot.
Reviewed **OPS2#04**/**Overall 03**

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Mission-based fun in which you escape from the cops with a trunkload of booty. Impressive free-roaming environments and a rawkus Two-player mode.
Reviewed **OPS2#01**/**Overall 07**

SPACE ACE
(Digital Leisure/ Cinematronics)
Horrific and ancient arcade port, of which the original was only of cult appeal.
Reviewed **OPS2#04**/**Overall 01**

SPY HUNTER
(Midway/Paradigm Ent)
Captures the spirit of the original and adds further shiny next-gen knobs.
Reviewed **OPS2#12**/**Overall 08**

SSX
(EA Sports Big/EA Sports Canada)
Outrageous, inventive rainbow-coloured high-speed snowboard game packed with crazy courses.
Reviewed **OPS2#01**/**Overall 09**

STAR WARS: STARFIGHTER
(Activision/LucasArts)
Mesmerising 3D *Star Wars* blaster with engaging missions and film-perfect sound effects.
Reviewed **OPS2#06**/**Overall 09**

STAR WARS: SUPER BOMBAD RACING
(Activision/ Lucas Learning)
Banal *Star Wars* cartoon kart racer. The force is weak with this one.
Reviewed **OPS2#08**/**Overall 05**

STREET FIGHTER EX3
(Capcom Eurosoft/Arika)
A decent enough cult 2D/3D battler.
Reviewed **OPS2#03**/**Overall 07**

SUMMONER
(THQ/Volition)
One of the best PS2 RPGs. A little ugly, but still a gem-like, sprawling epic.
Reviewed **OPS2#04**/**Overall 08**

SUPER BUST-A-MOVE
(Acclaim/Taito)
Another update of a classic game, but a pointless one as it adds nothing original to the timeless gameplay.
Reviewed **OPS2#02**/**Overall 04**

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim let down by a poor conversion.
Reviewed **OPS2#02**/**Overall 03**

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the *Tekken* faithful happy till the next 'proper' instalment.
Reviewed **OPS2#01**/**Overall 08**

TG DARE DEVIL
(Kemco/Papaya Studios)
Mission-based retro car racer that manages to provide no challenge.
Reviewed **OPS2#02**/**Overall 05**

THE BOUNCER
(SCEE/Squaresoft)
A fun, accessible brawler whose adventuring elements are fairly limited. All short-term flash.
Reviewed **OPS2#09**/**Overall 06**

THE FLINTSTONES IN VIVA ROCK VEGAS
(Swing! Entertainment/Toka)
Yabba dabba don't. Ever.
Reviewed **OPS2#11**/**Overall 02**

THEME PARK WORLD
(EA/Bullfrog)
Take on the role of a theme park tycoon for a day in this engaging god sim.
Reviewed **OPS2#03**/**Overall 07**

THIS IS FOOTBALL 2002
(SCEE/Team SoHo)
An atmospheric, option rich and playable addition to a once weak series.
Reviewed **OPS2#12**/**Overall 07**

THUNDERHAWK: OPERATION PHOENIX
(Eidos/Core Design)
A brave and effective attempt to blend arcade and sim with a helicopter.
Reviewed **OPS2#12**/**Overall 07**

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Pleasingly authentic golf sim which suffers from a random control system.
Reviewed **OPS2#06**/**Overall 06**

TIMESPLITTERS
(Eidos/Free Radical Design)
Fast and frantic multiplayer first-person shooter. The PS2's first and best.
Reviewed **OPS2#01**/**Overall 09**

TOKYO XTREME RACER
(Crave/Ubi Soft/Genki)
Sedate, and thus dull, racer.
Reviewed **OPS2#11**/**Overall 04**

TWISTED METAL: BLACK
(SCEE/Incog Inc)
Everything you expect a *Twisted Metal* game to be on PS2 – and then some.
Reviewed **OPS2#12**/**Overall 08**

UEFA CHALLENGE
(Infogrames/Infogrames)
Everything that could go wrong in a football game is right here.
Reviewed **OPS2#10**/**Overall 02**

UNREAL TOURNAMENT
(Infogrames/Epic Games)
Satisfyingly gory, over-the-top, extremely violent and immensely playable FPS. Hindered by nasty screen flickering in the all-important multiplayer Deathmatch modes though.
Reviewed **OPS2#04**/**Overall 08**

VICTORIOUS BOXERS
(Empire Interactive/ESP)
Offbeat Japanese boxing title that sadly lacks the killer punch.
Reviewed **OPS2#12**/**Overall 04**

WACKY RACES STARRING DASTARDLY AND MUTTLEY
(Infogrames/Infogrames)
Misty-eyed fans of the series will love the visuals, the game ain't great though.
Reviewed **OPS2#09**/**Overall 06**

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
(Ubi Soft/Disney Interactive)
Go for the cheaper PSone version instead.
Reviewed **OPS2#08**/**Overall 04**

WARRIORS OF MIGHT AND MAGIC
(3DO/3DO)
Dreadful non-adventure/RPG.
Reviewed **OPS2#07**/**Overall 03**

WDL: THUNDER TANKS
(3DO/3DO)
An arcade tank sim which is an absolute romp in four-player Deathmatch mode.
Reviewed **OPS2#05**/**Overall 07**

WILD WILD RACING
(Rage/Rage)
Off-road buggy racing game with merely acceptable looks and initially discouraging handling.
Reviewed **OPS2#01**/**Overall 06**

WORLD CHAMPIONSHIP SNOOKER 2002
(Codemasters/Blade)
Extremely playable snooker sim that may convert a few sceptics yet.
Reviewed **OPS2#11**/**Overall 08**

WORLD DESTRUCTION LEAGUE: WARJETZ
(3DO/3DO)
Looks like an average PSone game and plays like a big sweaty dog.
Reviewed **OPS2#10**/**Overall 02**

X-SQUAD
(EA/EA Square)
Tedious team-based third-person shooter.
Reviewed **OPS2#02**/**Overall 05**

ZONE OF THE ENDERS
(Konami/KCEJ)
Cool mech thriller from *Metal Gear's* Hideo Kojima, with bonus *MGS2* demo.
Reviewed **OPS2#06**/**Overall 09**

database

Can't get hold of one of the games in ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all the UK PS2 publishers.

3DO 01895 456 700
www.3doeurope.com
3DO Europe, 21-23 Mossop St, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Rd, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

CODEMASTERS 01926 814 132
www.codemasters.com
Stoneythorpe, Southam, Warwickshire CV33 ODL

CRAVE 00353 617 020
www.cravegames.com
58, Canalot Studios, 222 Kensal Rd, London W10 5BN

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Rd, Shirley, Solihull B90 3BQ

DISNEY INTERACTIVE 0990 998 877
www.disney.co.uk
c/o PlayStation Careline, PO Box 2047, London W1A 3DN

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Rd, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Rd, North Finchley N12 ODA

FOX INTERACTIVE 01932 454 032
www.foxinteractive.com
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INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvc.com
44 Wellington St, Covent Garden, London WC2E 7BD

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip, Middlesex HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Rd, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01279 858 000
www.midas-interactive.co.uk
Matrix House, Cambridge Business Park CB4 OHH

MIDWAY 0207 938 4488
www.midway.com
96 Kensington High St, London W8 4SG

SCEE 0990 998 877
www.playstation-europe.com
PlayStation Careline, PO Box 2047, London W1A 3DN

SCi 0207 585 3308
www.sci.co.uk
11 Ivory House, Plantation Wharf, York Rd, London SW11 3TN

TAKE 2 INTERACTIVE 0870 124 2222
www.take2games.com
Saxon House, 2-4 Victoria St, Windsor, Berks SL4 1BY

THQ 01483 767 656
www.thq.com
Dukes Court, Duke St, Woking, Surrey GU21 5BH

UBI SOFT INTERACTIVE 0208 944 9000
www.ubisoft.co.uk
Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU

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WIN! A STACK OF DVDS, A PS2 AND A SONY 32" WEGA TV!

We've teamed up with Warner Home Video to kick-start your DVD library.

HAVE YOU GOT a huge space in your living room that needs filling? Are you keen to check out what this new DVD business is all about? Are you eager to test out the seven playable demos on this issue's cover DVD? If the answer is 'yes' to all three, then have a go at our Warner Home Video competition. Get that space filled with a massive Sony FD Trinitron 32" WEGA Screen TV, watch over 45(!) DVDs including *Heat, True Romance, Devil's Advocate, Dead Calm, Mars Attacks, Blade Runner, Get Carter, Goodfellas* and *The Getaway*. Oh, and we'll also give you a PlayStation 2 so you can see for yourself what great games will be coming out this Christmas. You need never leave your living room again!

THE QUESTION

HEAT IS FAMOUS FOR AL PACINO AND ROBERT DE NIRO APPEARING TOGETHER ON-SCREEN FOR THE FIRST TIME. BEFORE THEY BOTH STARRED IN ANOTHER FILM THOUGH THEY DIDN'T SHARE A SCENE. WHAT WAS IT?

a) *Goodfellas*

b) *The Godfather: Part II*

c) *Casino*

THE TIEBREAKER

IN NO MORE THAN 25 WORDS TELL US WHY YOU SHOULD WIN THE WEGA SCREEN TV, PS2 AND DVDS.

HOW TO ENTER:

1. Write your answer on a postcard and send to Warner Home Video Compo, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

2. Email us with the answer at PS2@futurenet.co.uk – remember to put 'Warner Home Video Compo' in the subject line.

3. Please include your name, address and phone number on all competition entries.

**If under 18, please state your age.*

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Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Warner Home Video or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 7 November 2001. If any prize becomes unavailable, Future Publishing and Warner Home Video reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to Warner Home Video.

***OPS2* art god Moyler gets his mitts on this issue's lovely prize (for the first and definitely last time).**

PHOTO: KATHARINE LANE-SIMS

WIN! ORIGINAL GTA3 ARTWORK

To celebrate the release of Rockstar's car crime caper *Grand Theft Auto 3*, we're giving away game artwork signed by the illustrator.

SOME MAY FLINCH at *GTA3*'s grimy depiction of crime and brutality on the sick city streets but we prefer to celebrate the game's homage to classic gangster flicks. Nothing sets out *GTA3*'s intention more clearly than the game's fantastic promotional illustrations, inspired by classic Blaxploitation film posters. They were all conceived and designed by Stephen Bliss, also the talented fella behind the superb sleeve art for the Massive Attack Vs The Mad Professor album *No Protection*.

We've got Bliss to sign a huge, high-quality chrome of his *GTA3* 'Misty' illustration and are giving you the chance to win this unique framed piece of art. We'll also throw in a sack of *GTA3* goodies including cool T-shirts and steering locks courtesy of those nice people at Rockstar Games. Five runners up will receive *GTA3* grab bags.

THE QUESTION

IN WHICH FICTIONAL CITY IS *GRAND THEFT AUTO 3* BASED?

a) Gotham City
b) Metropolis
c) Liberty City

Competition Rules
No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Rockstar, Take 2 or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 7 November 2001. If any prize becomes unavailable, Future Publishing Rockstar, and Take 2 reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply.

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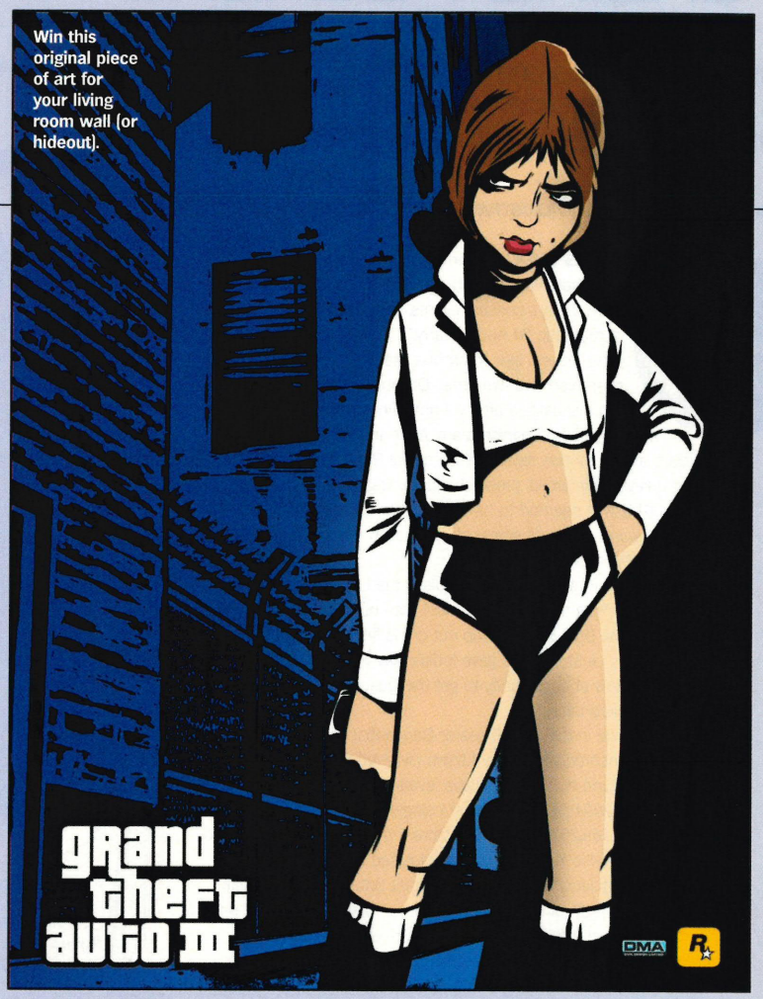


The Quiz

Thicker than a nuclear bunker's wall? Not a chance. Prove the strength of your brain currency with the specially formulated *Official PlayStation 2 Magazine* Quiz. Do it!

AGES OF EMPIRES
Which of these were real historical empires?
1. Ottoman
2. Streisandian
3. Macedonian
4. Sumerian
5. Arcadian

RALLYING ROUND
Here's the drivers – but what cars do they drive?
1. Colin McRae
2. Tommi Makinen
3. Carlos Sainz
4. Richard Burns
5. Francis Delecour

PULP FACTION
Put the following Pulp albums in order of release.
1. His 'N' Hers
2. Separations
3. Different Class
4. Freaks
5. It

ANAGRAM ROUND
Unravel the game slitet...
1. Bun Tour!
2. Hero to my Mam.
3. Who'll pimp in a sly orchard?
4. Leon had a tinker.
5. Clive? Dry Amy!

OWZAT?
Which are the real fielding positions in cricket?
1. Silly Point
2. Third Man
3. Third Leg
4. Deep Fine Leg
5. Sweeper Cover

DEVIL MAY LIE
These are Satan's other names – true or false?
1. Apollyon
2. The Southerner
3. Lord of the Flies
4. Beezlebub
5. Mephistopheles

STAR WARS: EPISODE FUN
How well do you know your *Episode I*?
1. On what planet is the Jedi Council Based?
2. Name the tiny organisms responsible for the Force?
3. Brian Blessed voices which character in *Episode I*?
4. Which famous alien makes a cameo in the film?
5. Who came second in the pod race?

CRYPTIC ROUND
Unthink the clues to reveal the WWF grapplers. Think you sideways now...
1. Six of the best? Dead right!
2. Table service from West Midlands siblings.
3. Steps irritant has two clones.
4. Brighton... a hard place.
5. The Bionic Man has been dead for how long?

BOND BAMBOOZLER
If *Dr No* is the first 007 film and *The World Is Not Enough* is the 19th, which Bond movies are revealed by these sums?
1. *Dr No* + *The Living Daylights*
2. *You Only Live Twice* x *Goldfinger*
3. *TWINE – Live And Let Die*
4. *From Russia With Love* + *The Man With The Golden Gun* + *Diamonds Are Forever*
5. *For Your Eyes Only – Thunderball*

CRASH BANDI-HOOT FAMILY TIES
Crash Bandicoot is a marsupial – which of these critters are in his family?
1. Wombat
2. Dingo
3. Platypus
4. Tasmanian Devil

answers (USE A MIRROR)

Ages Of Empires
1. True
2. False
3. True
4. True
5. False

Rallying Round
1. Ford Focus
2. Mitsubishi Lancer Evo
3. Ford Focus
4. Subaru Impreza
5. Peugeot 206

Pulp Faction
1. It (1383)
2. Freaks (1986)
3. Separations (1992)
4. His 'N' Hers (1994)
5. Different Class (1995)

Anagram Round
1. Burnout
2. Motor Mayhem
3. World Rally Championship (2001)
4. Alone In The Dark
5. Devil May Cry

Owzat?
1. True
2. True
3. False
4. True
5. True

Devil May Lie
1. True
2. False
3. True
4. False
5. True

Episode Fun
1. Coruscant
2. Midichlorians
3. Boss Nass
4. ET
5. Sebulba

Cryptic Round
1. Kane
2. Dudley Brothers
3. HHH
4. The Rock
5. Stone Cold Steve Austin

Bond Bamboozler
1. Dr No (1) + The Living Daylights (16) = License To Kill (17)
2. You Only Live Twice (5) x Goldfinger (3) = A View To A Kill (15)
3. TWINE (19) A Live And Let Die (8) = Moonraker (11)
4. From Russia With Love (2) + The Man With The Golden Gun (9) + Diamonds Are Forever (7) = Tomorrow Never Dies (18)
5. For Your Eyes Only – Thunderball (14) = Live And Let Die (8)

Crash Bandi-hoot Family Ties
1. True
2. False
3. False
4. True

your rating

35-50 Chimpanzee	**15-25** Gibbon
25-35 Orang-utan	**0-15** Iain Lee

WHAT IF...
PLAYING PS2 WAS AN OLYMPIC SPORT?

With Scrabble, Uno and Twister being considered as potential Olympic events, isn't it time PS2 games got the full podium treatment?

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILL BARRAS

THE DATE: **2004**

THE PLACE: **THE XXVIII OLYMPIC GAMES IN LUXEMBOURG**

"AND IT'S OVER TO Harry Temptress in the Differdange Hasselhoff Memorial Stadium for a roundup of news from today's console events, and I understand it's been a dramatic 24 hours, Harry."

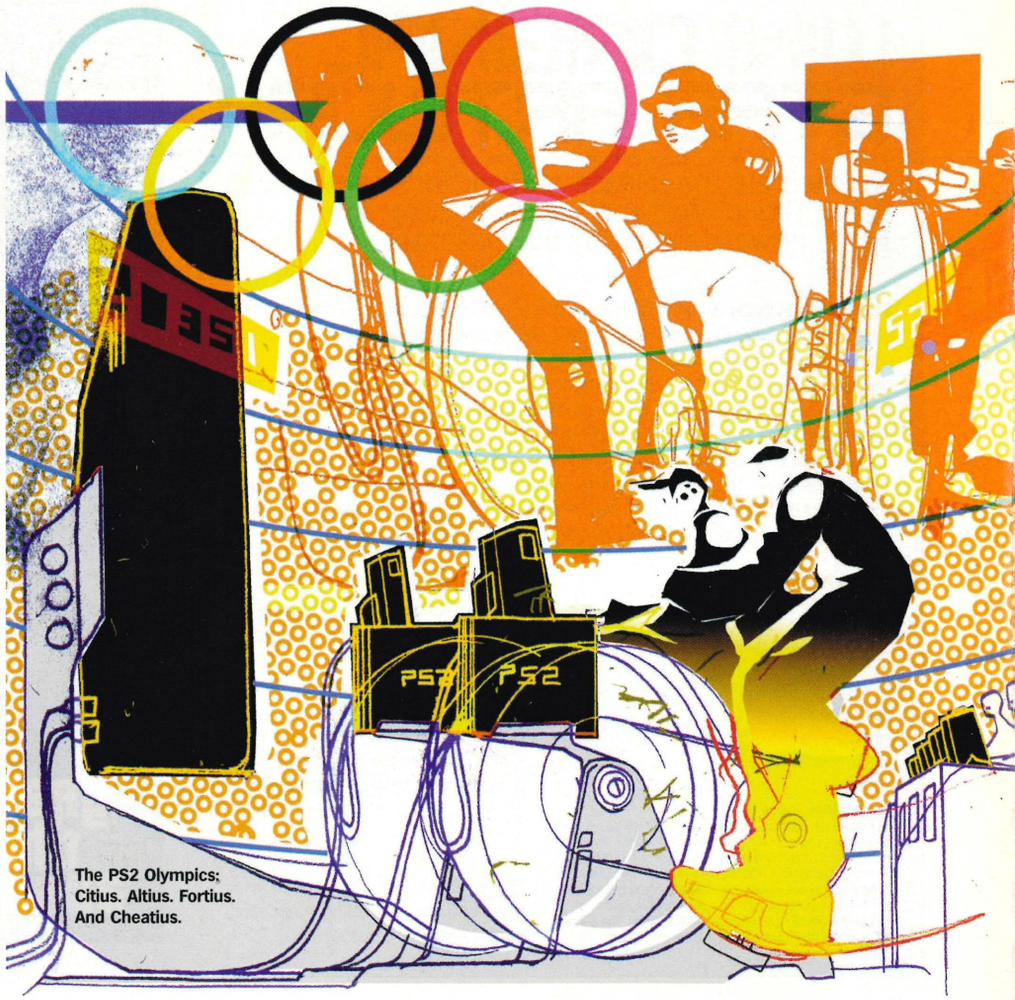
"Yes, indeed. Igor Rhombus, the Latvian Deathmatch champion and two times Olympic silver medalist has been disqualified after a complaint was lodged by a member of the Spanish team. After an investigation by IOC officials, a slow motion replay revealed that Rhombus had been using a kevlar reinforced, prosthetic index finger powered by tiny pistons. This was deemed to have given him an unfair advantage in today's *Quake* semifinals where he racked up a world record 520 frags in just five minutes.

"The disqualification also jeopardises the Latvian hopes in the Relay event where the Canadians were also out today after Bruce Travesty let the Dual Shock 2 slip out of his fingers during the hand over to Jenny Le Stonk. This gave India's Rav Propulsion a 2.46 second window of opportunity to get the Quad Damage, after which he never looked back.

"Meanwhile in the 25,000 seater Ganganbanger Arena, the Japanese Synchronised Bemani team clinched the gold medal with a stunning round of 23 consecutive levels of *Dance Dance Pro Competition 2004* cleared without a single fault. The final combo tally was 298,768,252, which beat Japan's own world record by two points. Trainer Hiro Kajagugu later apologised for his team's, 'inexcusably lacklustre performance.' Great Britain failed to make the cut when eight of the 12-strong team refused to compete on the grounds that a 280 bpm remix of *Livin' La Vida Loca* contravened not only Olympic regulations, but probably violated human rights as well. Still the Brits can 'console' themselves, if you pardon the pun, with Frank Spank's gold in the DVDiscus. With only one throw remaining in the final, Frank threw a boxed copy of *Dragon's Lair* into a tilted wheelie bin over 42 feet away from his LA-Z-BOY armchair. When asked about this career-best throw he replied simply, 'I hate that game.' Indeed.

"Last but not least, today also saw shock and consternation at the debut of a new event in the console disciplines – the GT Marathon. Athletes including Hector Gust of Germany and Thailand's Mai Mai Hau Yu Groh-n sat astride specially modified exercise bikes hooked up to generate power for a PS2/TV setup. Judges then marked on stamina and skill as the contestants puffed and played their way through *Gran Turismo 5*'s GT mode. Sadly, only Eduardo Candida and Ole Muffen made it beyond the first loading screen. The Brazilian failed to complete his Class B domestic driving licence but did make a faultless dismount before collapsing, which, in the end was enough to win him the gold by default.

"Thankfully medics were on hand to administer Sea Breeze's and Marlboro Lights, and Candida was able to walk to the bar unaided, to a standing ovation from the capacity crowd. Muffen's silver medal, however, will be given to his widow. High drama indeed. Tomorrow it's the light gun events, but for now that's all from Luxembourg. Goodnight." □



The PS2 Olympics; Citius. Altius. Fortius. And Cheatius.

//Frank threw a boxed copy of *Dragon's Lair* into a tilted wheelie bin over 42 feet away//

DEVIL MAY CRY
It's Dante's inferno in our exclusive UK review

NEXT MONTH IN THE DECEMBER ISSUE OF
PlayStation®2
OFFICIAL MAGAZINE-UK

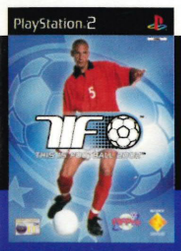
- ☐ Platforming comes of age with Naughty Dog's astonishing **Jak And Daxter**. Full preview next issue!
- ☐ It's **Tokyo Game Show** time and OPS2 heads over to Japan to bring you exclusive reports on next year's hottest games.
- ☐ **Tony Hawk's 3** and **Half-Life** go under our review hammer!

Plus! Headhunter, a full **Resident Evil** walkthrough, more **Max Payne**, tons of **PS2 reviews** and another **MASSIVE** demo disc!

OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 14/ON SALE: WEDNESDAY 7 NOVEMBER

HOW TO BECOME ENGLAND'S MOST EXPENSIVE DEFENDER*

*YEARS OF HARD GRAFT, STRICT DIETS AND TEN MILE RUNS NOT INCLUDED.



Simply step into Rio's boots and away you go. This Is Football 2002 lets you be any one of 5000 world class players. Featuring lifelike facial graphics, plus names and numbers on shirts, it leads the way for football games on PlayStation 2. This is the closest you'll get to the real thing - not to mention a lot less hassle than training.

www.tif2002.com

PlayStation.2
THE THIRD PLACE

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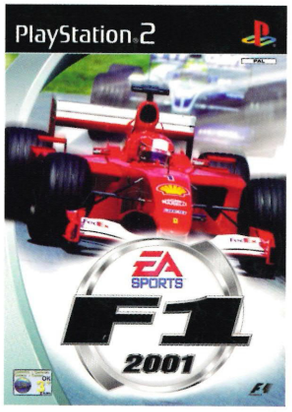
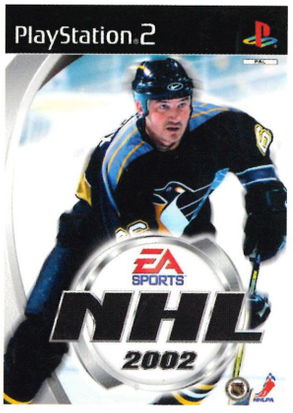


F1 2001



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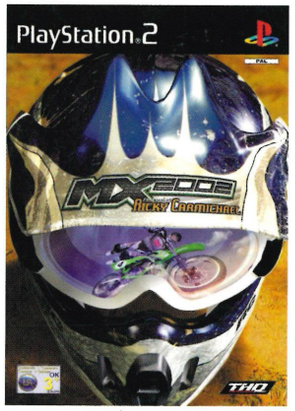

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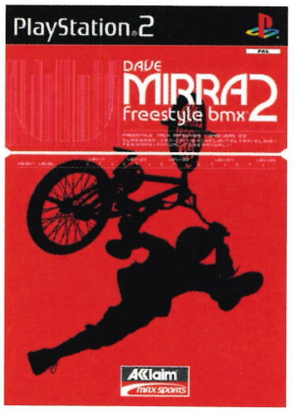

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